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10 pages of NBA Hoopla

Preview Griffey's N64 Title Shot

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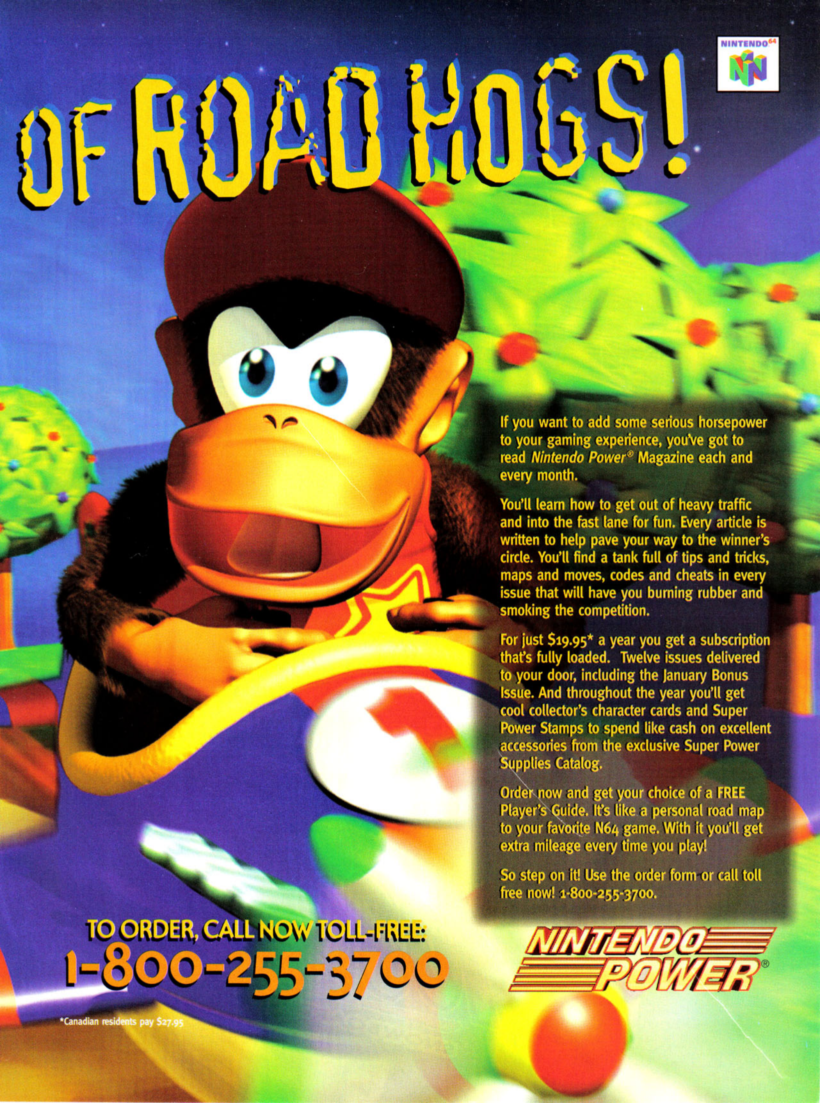

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THE NEXT GENERATION OF SPORTS GAMES IS HERE!

Kobe Bryant's NBA COURTSIDE™

24
13
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PAGE 10

THE LAKERS' KOBE BRYANT IS AN NBA RISING STAR—A POTENTIAL SUPERSTAR OF THE NEXT GENERATION. SHOULDN'T HE STAR IN A NEXT-GENERATION SPORTS GAME? HIT THE HARDWOODS WITH KOBE BRYANT'S NBA COURTSIDE. IT'S THE FUTURE OF SPORTS VIDEO GAMES—AND IT'S HERE TODAY.

SNOWBOARDING SECRETS PAGE 50

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The ice man cometh, and he's tailing a giant snowboarding panda and a massive gold man. What's up with this weird, wacky stuff in 1080° Snowboarding? Delve into the hidden secrets frozen deep inside this winter sports hit.

1080° TenEighty SNOWBOARDING

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PICTURE THIS! PAGE 38
Nintendo
GAME BOY camera
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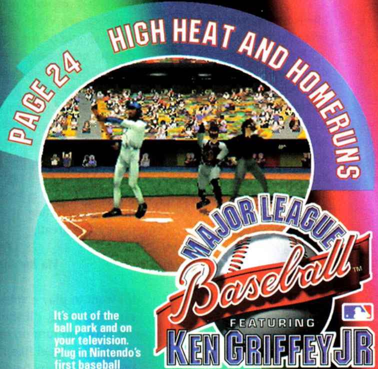
GAME BOY® camera

What's got one eye, costs around $50 and is full of fun? It's the Game Boy Camera. You call the shots. When you're done, animate, duplicate or manipulate your favorite photo and print it for posterity!


PAGE 24 HIGH HEAT AND HOMERUNS
MAJOR LEAGUE Baseball™
FEATURING
KEN GRIFFEY JR

It's out of the ball park and on your television. Plug in Nintendo's first baseball game for the N64 and you'll be stepping up to the plate year-round. Catch pennant fever in our exclusive preview of this highly-anticipated video game.

PLAYER'S PULSE

It's April Fools' month, but readers aren't joking around when it comes to voicing their opinions. This month, gamers debate whether 2-D games belong on the N64 and whether cheesy acting belongs in our promo videos. Hey, what's wrong with a little cheddar?

A Link to the Past

This is really bugging me! You had a little section titled "Juan the Dinosaur Hunter" on page 9 in Volume 105 that mentioned a hidden area in the Legend of Zelda: A Link to the Past that featured the name of a 1992 contest winner (Chris Houlihan). Where the heck is the thing? I've played the game at least 50 times through, but I can't find the hidden name! I think you should tell all your readers where it's hidden so we can put our minds to rest and get on with dreaming about Zelda 64.

Alexis Quinter
Via the Internet

Save your game in the Light World, then restart the game in the Sanctuary. Using the A Button, dash to the bush that you had to uproot to enter Hyrule Castle. However, instead of lifting the bush when you reach it, quickly dash into the hole. If you're quick enough, you'll stumble into Chris Houlihan's secret room. But before you start dreaming about Zelda 64, keep in mind that this trick doesn't always work.

2-D or Not 2-D?

In Volume 104, you asked readers if they thought 2-D was out or not, and I think 2-D is far from dead. The 3-D graphics are a nice enhancement and they introduce new gaming possibilities, but they're not a necessity. I don't think there are enough 2-D games out there. Sure, 3-D is the rage on the N64, but Nintendo should never forget the amazing material that the 2-D classics brought.

Jadir Bankcliff
Latham, NY

GOLDENEYE
DKX

Tan Nguyen • Meriden, Connecticut

Two-dimensional games do not appeal to me at all anymore. Mischief Makers was a fun game, but the side view reminded me of a Game Boy game with color. I'm sure some 2-D lovers are still out there, so you shouldn't stop making 2-D games. It's just that I thought the Nintendo 64 was a progressive leap forward, not a warp back into side view land.

Sara McGhee
Prince George, VA

I think Mischief Makers is a beautifully drawn and organized game with an interesting story and characters. It blows all of those 3-D games out the window! I'm a fan of 2-D because it's simple to use and lovely to look at. Power to the 2-D world!

Anne Kachelhoffer
Mansfield, TX

I think 2-D games should be left to the Super NES, because a 3-D environment is the only thing that separates N64 games from everything else. If you had made Mischief Makers in 3-D, it probably would have been one of the best games that you have made because the story was good, but everything else about it fell short of having what N64 games are known for.

Mitch Born
Via the Internet

I bought an N64 is because I'm tired of 2-D games. GoldenEye 007 is a great game because you can move freely. Mischief Makers was like playing a Super NES game. I know the N64 can do better than that. Two-dimensional games are a disgrace to the N64.

Albert Cheng
Via the Internet

N64 is the BOMB
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Shawn Roberts • Alden, New York

MOVE OVER, LINK, IT'S MY TURN!

Collee t • Penticton British Columbia

What's up with gamers wanting more enhanced graphics in a video game? A game should be fun, and it doesn't necessarily need to use the best technology available. Just look at what happened to Mario for the NES and Yoshi's Island for the Super NES–they were side-scrollers and they still made a big impact on gamers. As long as a game is fun and interesting, it's destined to be great!

Ty Tang
Via the Internet

If I want to play a side-scrolling game, I'll shut off the N64 and turn on my Super NES. I feel like I'm being cheated by having a 2-D game on a 3-D system. Game developers have so much to offer to the N64 as we've seen in Super Mario 64, Turok and DKR. Half the fun of 3-D games is just running around in circles

Background Art: Robert Pelletier • Via the Internet looking at the scenery and discovering what's hidden in the background. You can't do that when you're side-scrolling.

Frank Alderson
Washington, PA

Exactly how mad IS she?
DK

Fred Bonnes • Huron, South Dakota

There isn't anything wrong with Mischief Makers or Yoshi's Story just because they're 2-D. Gamers used to praise the 2-D games on the Super NES, but when we got spoiled by seeing the power of the Nintendo 64, we wanted nothing but 3-D. I think we should be happy for 2-D since we get more levels and game play. And I would rather go for game play over 3-D any day.

Andrew Gerhardt
Via the Internet

Love Nintendo Style

I have a true Nintendo love story I'd like to share with you. When I was 9 or 10 years old, a classmate called me every Saturday morning at 8:30 without fail to ask if he could come over to play the Legend of Zelda with me. Being the nice and generous person that I am, I always said yes. After a while, however, I became convinced that he was only using me to play Zelda. I started making up excuses to keep him from coming over, and eventually he stopped calling. It wasn't until recently that his brother told me that the reason he came over every Saturday was not just to play Nintendo games, but because he had a crush on me! Now I can't wait until I get Zelda 64 so I can invite him over for a surprise gaming session.

Stephanie Hajer
Via the Internet

You must have something real special there, Stephanie. When our friends come to our homes to play our games it's almost the same thing, except they don't call ahead and they eat all our food, order pizzas, stick us with the bill, then run home taunting us with that "Neener-neener-neener" song. Go figure. Love works in mysterious ways.

Nintendo Power
Player's Pulse
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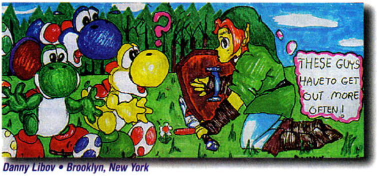
Joshua Pomeroy• Eaton, Indiana


THESE GUYS HAVE TO GET OUT MORE OFTEN!

Danny Libov • Brooklyn, New York

Hollywood Gold

On the cover of Volume 105, is Hollywood Hogan holding a silver Controller?

Randy Meade
Oceanside, CA

It's a gold Controller, but then anything looks pale next to that year-round toasty bronze sheen of Hollywood Hogan.

Less Cheese, Please

I'm writing in reply to John Orth who said in your February issue that the latest promo videos stank. Let me say to him "Are you nuts?!" The videos were supposed to have bad acting–that's what's funny! Am I the only one who cracked up when, on the DKR video, Frank started saying, "Cars vs. planes! Hovercraft vs. cars! Planes vs. hovercraft!"?

Mike Hourihan
West Springfield, MA

I love the videos you send out. I just wish you would cut down on the comedy and show more of the upcoming games. Show more screen shots and game footage.

David Jones
Abilene, KS

The first video I got was the DKC one. It showed the game testers having a round table

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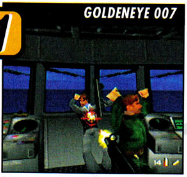
POWER CHARTS

GoldenEye is joined by James Bond 007 in this month's Power Charts. But there's even more of a difference between 007's Game Boy adventure and his N64 shoot-'em-up than there is between the stature of Oddjob and Jaws. Is James Bond 007 an intriguing game worthy of Her Majesty's Secret Service?

NINTENDO 64 TOP 10

1 GOLDENEYE 007



More than 7,000 votes separate first and second place to clearly declare GoldenEye 007 the most popular N64 game of the moment. And WCW Vs. NWO is doing just as well, earning enough votes to land it back in the top three.

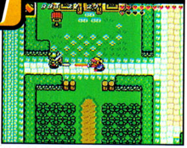
2 DIDDY KONG RACING

3 WCW VS. NWO WORLD TOUR

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 GOLDENEYE 007	NINTENDO	1	16
2 DIDDY KONG RACING	NINTENDO	2	5
3 WCW VS. NWO: WORLD TOUR	THQ	6	3
4 SUPER MARIO 64	NINTENDO	4	19
5 STAR FOX 64	NINTENDO	3	11
6 MARIO KART 64	NINTENDO	7	16
7 BOMBERMAN 64	NINTENDO	5	4
8 NFL QUARTERBACK CLUB '98	ACCLAIM	9	4
9 STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	—	19
10 SAN FRANCISCO RUSH: EXTREME RACING	MIDWAY	10	4

SUPER NES TOP 10

1 THE LEGEND OF ZELDA A LINK TO THE PAST



Link, Mario and Dixie continue to dominate the top spots, while Yoshi sneaks back into the Super NES charts. Surely Yoshi's Story for the N64 is getting gamers to revisit the island.

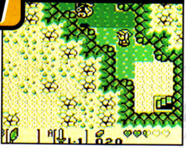
2 SUPER MARIO RPG

3 DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	74
2 SUPER MARIO RPG	NINTENDO	2	24
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	18
4 FINAL FANTASY III	SQUARE	4	40
5 DONKEY KONG COUNTRY	NINTENDO	5	42
6 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	36
7 CHRONO TRIGGER	SQUARE	7	33
8 SUPER MARIO KART	NINTENDO	8	60
9 SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	—	30
10 FINAL FANTASY II	SQUARE	9	65

GAME BOY TOP 5

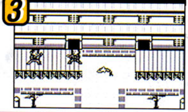
1 THE LEGEND OF ZELDA LINK'S AWAKENING



For the longest time, the top five Game Boy games have been home to only Link, Mario and the Kong clan. This month, a spy infiltrates their house as James Bond 007 debuts at number three.

2 DONKEY KONG LAND 3

3 JAMES BOND 007



GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	60
2 DONKEY KONG LAND 3	NINTENDO	2	5
3 JAMES BOND 007	NINTENDO	—	1
4 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	3	65
5 DONKEY KONG LAND 2	NINTENDO	4	20

MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. GOLDENEYE 007 (N64)
4. YOSHI'S STORY (N64)
5. SUPER MARIO 64 2 (N64)
6. MISSION: IMPOSSIBLE (N64)
7. SUPER MARIO RPG 2 (N64)
8. WCW VS. NWO: WORLD TOUR (N64)
9. EARTHBOUND 64 (N64)
10. CRUIS'N WORLD (N64)

LETTERS, CONTINUED...

Nintendo Power
Players Pulse

David Linderman • Cleveland, Ohio

discussion about the game. The key was that it showed the game. The second video I got was the N64 one. It showed lots of video of Super Mario 64, Wave Race 64, PilotWings 64, etc. It also showed the games. The Star Fox 64 video was still all right despite the terrible acting, because it showed the game. Now here's where you go dropping like a stone: the DKR video. For one, the acting was horrendous. Second, there was barely any footage of the game. Show more of the game! No more corny acting!

Nathan Draluck
Via the Internet

The videos you send out are great, even if they are a little cheesy. The bottom line is they get the facts across. I wasn't going to buy DKR, but then I watched the video you sent me and changed my mind. One thing you should do is include more clips from the game instead of filling up the tape with corny made-up stuff. As for John Orth–he should lighten up a bit and look at what really counts: the game itself.

Matt Hartley
Via the Internet

Man Hands

I found an error in GoldenEye 007. If you are, say, a woman in Multiplayer Mode and you have remote mines as a weapon, when you look at your watch, you will always have Bond's hands. So, if you are a woman, you'll have the hands of a man. Also, if you're a Siberian Special Forces soldier, you'll have Bond's arms even though you'll be wearing white long sleeves and gloves.

Erich Becker
Via the Internet

That rascally James Bond has always considered himself to be quite the smooth secret agent man–he just can't ever seem to keep his hands to himself!

Getting to Know You

I was very touched by the letter about Mr. Yokoi in December's issue. It was great to see a more personal letter that came from the heart. It would be great if NP would write more about the actual people in the game industry. I know various articles in NP sometimes mention the creators of our games and machines, but I would like to see more–something that would tell us about them and what they have done for video games in order to actually make us feel like we know them. Without Hank Jenkins's letter, I would never have known who Gunpei Yokoi was, what he did for gaming, and that he is now gone. There really should be something similar to Celebrity Profile from the earlier days of NP, or at least have frequent mentions of such people in Player's Pulse.

Russell Forman Jr.
White Pass, WA

Smokey Stadium

Rare must have had a taste for baseball, because DKR's Smokey Castle looks like a baseball field on the map!

Dustin Dukes
Via the Internet

Games of the Future...
CYBER FOX 64
SEND TO

Samantha Kowalsky • Caldwell, Ohio

WRITE AWAY RIGHT AWAY!

NBA Courtside. 1080° Snowboarding. Major League Baseball featuring Ken Griffey Jr. The N64 is amassing quite a team of sports games to fill up a virtual stadium. Most emphasize realism, so how real are they? Are they the next best thing to actually physically competing?

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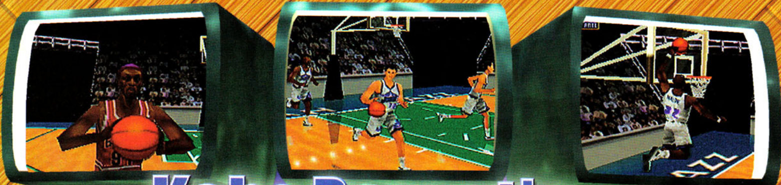
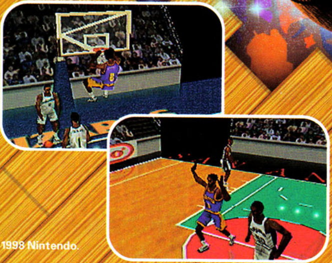
A HARDCOURT BREAKTHROUGH FROM NINTENDO



Kobe Bryant's NBA™ COURTSIDE

NINTENDO'S NBA COURTSIDE RECEIVED AN EXTRA BOOST JUST BEFORE PRESS TIME—THE ENDORSEMENT OF KOBE BRYANT OF THE L.A. LAKERS. WHAT KOBE SAW IN COURTSIDE WAS THE MOST REALISTIC 3-D BASKETBALL SIM EVER. IT OUTSHINES, OUTPLAYS, AND OUTSCORES EVERYTHING IN ITS LEAGUE. "THE FIRST THING PLAYERS ARE GOING TO NOTICE ARE THE INCREDIBLE GRAPHICS," NOTED KOBE. "BUT WHAT MAKES IT SO INCREDIBLY UNIQUE IS HOW MUCH IT PLAYS LIKE THE REAL NBA. BEING ABLE TO SET PICKS, CHANGE HANDS ON THE DRIBBLE, AND POST UP ON THE BLOCKS ARE THINGS THAT OTHER GAMES HAVE ONLY DREAMED ABOUT. THIS IS THE REAL THING."



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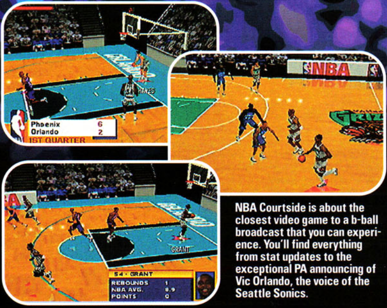
SEEING IS DISBELIEVING

The simple truth is that you won't believe some of the animation in Courtside. A lot of the most impressive animations are subtle–moves that are as natural as video, but you're the one who's in control. The more you play, the more you'll notice things such as movement away from the ball, players boxing out opponents, pick and roll moves, post moves, realistic steals and a pressing, defensive shuffle, even players celebrating after a shot. After a few games, you'll be a believer in Kobe Bryant's NBA Courtside.

THE NBA ON N64

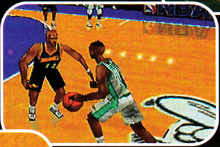
The animation may be awesome, but Left Field went even further to make NBA Courtside a visual feast. The court itself is a polished masterpiece, reflecting arena lights and even the struts of the backboard. Off the court, the crowd moves and cameras flash. As for the players, digitized photos appear in selection and stat screens, and realistic faces are on their textured 3-D characters. To give the impression of a television sports broadcast, Courtside includes inset update screens for scores and stats. The announcer has 1500 voice messages, including different emphasis for home and away.



NBA Courtside is about the closest video game to a b-ball broadcast that you can experience. You'll find everything from stat updates to the exceptional PA announcing of Vic Orlando, the voice of the Seattle Sonics.

A COURTSIDE WINNER

Even though NBA Courtside has all the production values of a sportscast, you can customize the look with seven further camera positions. Each camera position also includes a zoom level control to allow you to move to distant viewpoints or zoom in for super close-ups. Cut-scene animations appear after spectacular plays, emphasizing the drama of NBA action. These special cameras can be activated during the game or just as replays. The instant replay option lets you play back any play from any angle–it's the ultimate remote!

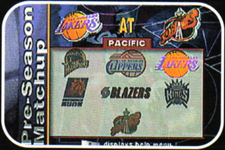


Some camera positions are less practical than others, but they can provide a lot of drama, particularly for use with instant replays. Cut-scenes are large, dramatic and in-your-face.

LOTS OF HOOPLA

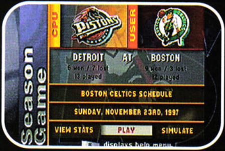
No sports sim would be complete without a full lineup of game play modes, and NBA Courtside includes every which way to play. Preseason mode is the single game match. The Season mode begins by letting you set your game options for season length, game length, difficulty, and game options such as fouls. The Playoffs mode takes you straight into the postseason, where you can set the series length from a single game to seven games. One to four players can join in any of the modes.

PRESEASON


Pre-Season Matchup
AT
PACIFIC
displays help menu.

Choose any NBA team, set your options, and get set for the tipoff. The single game mode is perfect for practice and parties. You can use any team and set all game options.

SEASON


Season Game
CPU
USER
VIEW STATS
PLAY
SIMULATE
displays help menu.

DETROIT AT BOSTON

6 won / 7 lost
13 played

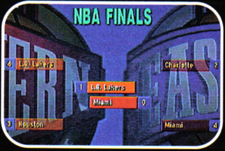
9 won / 3 lost
12 played

BOSTON CELTICS SCHEDULE

SUNDAY, NOVEMBER 23RD, 1997

Season mode is the big show. You can customize the NBA season for 82, 56, 28 or 14 games. Other optional settings include trade deadlines, skill level, and the degrees to which referees call fouls.

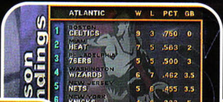
PLAYOFFS


NBA FINALS
4 L.A. Lakers
Charlotte 2
1 L.A. Lakers
Miami 0
3 Houston
Miami 4

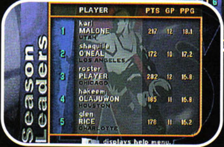
As in season mode, in the playoffs you can choose to play as many teams as you want or assign the CPU to play. The playoff ladder shows you the road to the championship.

COURTSIDE BY THE NUMBERS

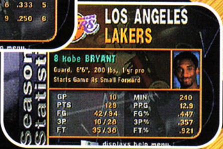
Statistics and standings are important to all sports, and a sports simulation should keep you up-to-date. NBA Courtside gives you the numbers for teams, players and league leaders. The game keeps track of any saved season stats, as well. Stats tell the story of each player's and team's strengths. For instance, a player with a high 3-point percentage is one you should use to take long jumpers. And a team with low 3-point percentages shouldn't use the perimeter play set. You can access team and player stats even in the middle of a game.


son
ndings
displays help menu.

	ATLANTIC	W	L	PCT	GB
1	BOSTON CELTICS	9	3	.750	0
2	MIAMI HEAT	7	5	.583	2
3	PHILADELPHIA 76ERS	5	5	.500	3
4	WASHINGTON WIZARDS	6	7	.462	3.5
5	NEW JERSEY NETS	5	6	.455	3.5
6	NEW YORK KNICKS	4	8	.333	5
	ORLANDO MAGIC	3	9	.250	6


Season Leaders
displays help menu.

	PLAYER	PTS	GP	PPG
1	karl MALONE UTAH	217	12	18.1
2	shaquille O'NEAL LOS ANGELES	172	10	17.2
3	roster PLAYER CHICAGO	202	12	16.8
4	hakeem OLAJUWON HOUSTON	185	11	16.8
5	glen RICE CHARLOTTE	178	11	16.2

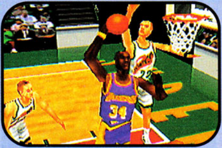

Season Statist
displays help menu.

LOS ANGELES
LAKERS

8 kobe BRYANT
Guard, 6'6", 200 lbs, 1 yr pro
Starts Game As Small Forward

GP	10	MIN	240
PTS	129	PPG	12.9
FG	42/94	FG%	.447
3P	10/28	3P%	.357
FT	35/38	FT%	.921

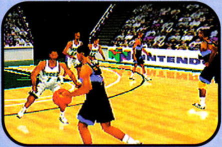
TOP TIPS



Know your players. Since some players can steal, block or shoot better than others, you should use them in that way. Shot ranges also vary. Glen Rice can shoot from a distance accurately, but Shaq can't.

Take the open shot. Just as in the NBA, an open player has a better chance of sinking a bucket. Pass the ball around and use set plays to work someone open before taking the shot.

Use skill levels and teams to set the degree of challenge. For instance, to set up an easy challenge, use the Rookie setting and play with a top rated team such as the Bulls or Sonics against a weaker team like the Grizzlies.



The incredible defensive shuffle is your best bet on D. Use this when you're between the ball handler and the basket and attempt to steal at the same time. Don't use the shuffle when the offensive player is on the move.

MAKE YOUR MOVE

The list of moves you can make in Courtside is amazing. You can do virtually anything that real NBA players can do. In addition to the moves shown below, you can spin dribble, hand switch, crossover dribble, pivot, special moves and dribbles and position passing.

TURBO

The Z button gives players a burst of speed to get to the basket or the ball. It's one of the best moves you can make.

DUNKS

Head to the hoop and shoot. Dunks, lay-ups and finger rolls are determined by your player's rating, his momentum and location.

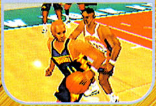
POST MOVE

One of the best moves in the game, your player's shooting percentage goes up when you post up on a defender.

PROTECTION

The protection dribble allows you to back into defenders, pushing toward the basket.

ROLL

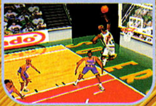


To roll to the hoop you begin in the protection dribble, then make the move if the defender isn't arm-checking your player.

FIRST STEP

This fake move gives you the edge when breaking to the basket. Use it along with the Turbo button.

ALLEY OOPS



If you see that a player has a clean alley to the hoop, use the Alley Oops move to loft the ball into tipping position.

SET PICK

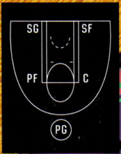
Another great strategy is to call for picks. You CPU players will set the pick, allowing you to break free.

SHUFFLE

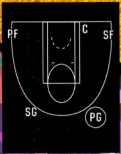
The defensive shuffle is one of nine defensive moves including blocking, rebounding, stealing and intentionally fouling.

OFFENSIVE SETS

BOX



PERIMETER



You can select eight offensive sets for running plays during the game. Choosing the right set for your current team is important. Also, you should choose your team's two best sets for defaults.

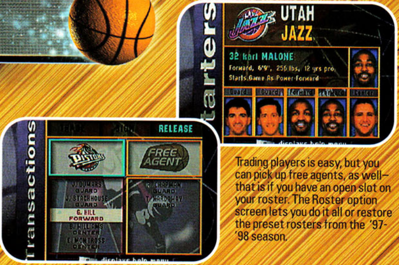
The Box and Perimeter sets are often used as defaults because they give you two very different looks. Other sets include Motion, High Post, Low Post, Isolation, Inside Triangle and Outside Triangle.

NBA FRONT OFFICE

Making the moves that will keep you in the race for the championship can be a big part of winning the Season mode. You'll don the hat of the general manager, not to mention those of the coaching and scouting staffs, in order to bring top talent to your team. You can shake up your starting lineup, trade for new blood, sign free agents or even create fantasy players to give you a winning edge. All these changes can be saved on a Controller Pak. If you want to revert to the preset rosters, it's no sweat.

BUILDING A WINNER

Playing with existing NBA teams is all well and good, but just imagine if you could have the best players in the league all on one team. Using the Trade and Starters options, it's easy to trade for top players then shift them into your starting lineup. Unlike some games, you don't have to worry about staying under a salary cap. As long as you have a player to trade, the other teams are willing—the fools. Imagine a starting lineup of Shaquille O'Neil, Grant Hill, Karl Malone, Gary Payton and Kobe Bryant. In Courtside, you don't have to stop at imagining it.



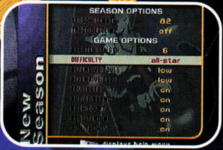
32 karl MALONE
Forward, 6'9", 256 lbs, 12 yrs pro
Starts Game As Power Forward

J. DUMARS GUARD
J. STACKHOUSE GUARD
G. HILL FORWARD
B. WILLIAMS CENTER
E. MONTROSS CENTER

R. CHAPMAN GUARD
T. HARDAWAY GUARD

Trading players is easy, but you can pick up free agents, as well—that is if you have an open slot on your roster. The Roster option screen lets you do it all or restore the preset rosters from the '97-'98 season.

THE CHALLENGE



SEASON OPTIONS
82
off
GAME OPTIONS
6
DIFFICULTY all-star
low
low
on
on
on
on
on

Begin playing on Rookie level. You'll learn the controls and strategies. Then move up to Pro and All-Star level.

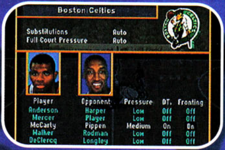
BULLS
13
Nintendo

On the higher difficulty settings, the CPU players will score on most possessions unless your defense is very tight.

Kobe Bryant's NBA Courtside has three difficulty settings. On the Rookie level, your ability to sink shots is improved while your CPU opponent will struggle. At the Pro level, the CPU players won't make many mistakes and they'll take high-percentage shots. If you crank it up to the All-Star setting, be prepared to face perfection. In order to learn the many controls and moves of Courtside, it's best to begin at Rookie level and work your way up. You'll save yourself a lot of frustration.

TEAM SETTINGS

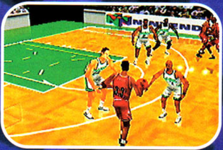
The Team Settings option gives you the ability to make defensive assignments for the team and individual players. The best strategy isn't as obvious as it might seem. If you click on Double Team and High Pressure for every opposing player, then your defenders will leave someone open, and chances are that player will score. Be selective. Double team just one man on the opposing squad. Use High Pressure on slower players.



Boston Celtics

Substitutions Auto
Full Court Pressure Auto

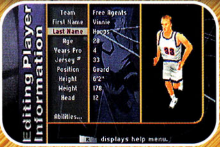
Player	Opponent	Pressure	DT.	Fronting
Anderson	Harper	Low	Off	Off
Mercer	Player	Low	Off	Off
McCarty	Pippen	Medium	On	On
Walker	Rodman	Low	Off	Off
DeClercq	Longley	Low	Off	Off



Double-teaming can be useful, but it can leave you vulnerable, too. Double-team just one player at a time.

V. FRANKENSTEIN #1

Making your own player from scratch may be the best way to upgrade your team. Courtside gives you the almost magical ability to build a superior basketball player. You'll give him his name, his dimensions, his number and his abilities. Once you've brought your creation to life, you can save him forever using a Controller Pak. In fact, you can save twenty custom players in this way.



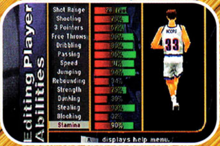
Editing Player Information

Team	Free Agents
First Name	Vinnie
Last Name	Hoops
Age	28
Years Pro	4
Jersey #	33
Position	Guard
Height	6'2"
Weight	178
Head	12

Abilities...

R displays help menu.

In your laboratory, you can make a ballplayer of any size, height, and weight, then you can stick on one of 19 custom heads.

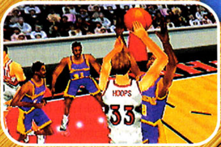


Editing Player Abilities

Shot Range	20 [illegible]
Shooting	70%
3 Pointers	67%
Free Throws	90%
Dribbling	80%
Passing	96%
Speed	91%
Jumping	94%
Rebounding	34%
Strength	73%
Dunking	30%
Stealing	93%
Blocking	32%
Stamina	90%

R displays help menu.

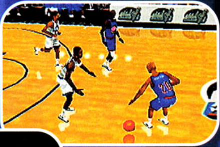
The most important part of your creation is giving him talent. You'll assign attribute strength in 14 categories.



When all is ready, your self-made man will step onto the hardwood and take his place among the elite players in the NBA.

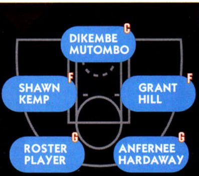
ALL-STAR TEAMS

The rosters on the Eastern and Western Conference All-Star teams reflect the players who represented their conferences during the 1998 All-Star game in New York, with the exception of Michael Jordan. The All-Star game takes place on its own court, and the action is, as you would expect, incredible. With all these all-stars on the court, you'll have higher shooting percentages and better special moves, including higher blocking, stealing and dunking percentages.



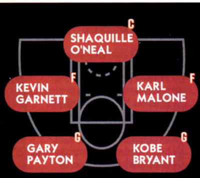
EASTERN CONFERENCE ALL-STARS

The actual champs of the last All-Star game have plenty of depth even with out the MVP. The rankings for the five main categories—scoring, rebounds, control, defense and overall—are matchless. You should have great inside scoring and perimeter shooting, plus good rebounding. Hill and Hardaway give you spectacular scoring ability.



WESTERN CONFERENCE ALL-STARS

The western All-Stars have speed and strength. To beat the East, they'll have to move the ball around and take the open shot. One big advantage that you'll have is Payton's lightning reflexes for stealing the ball. The presence of Shaq and Karl Malone can be another strength for rebounding and tipping shots.



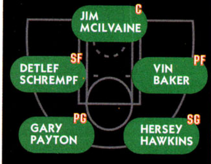
WESTERN CONFERENCE

Although the Eastern Conference, and the Chicago Bulls in particular, have dominated the championships in recent years, the strength of Houston, Utah, Seattle, and the L.A. Lakers makes them all contenders. In our team analysis, we've included information on outstanding rookies. In the game itself, the rookies don't have any stats since they didn't play in the NBA during the '96-'97 season.

PACIFIC DIVISION

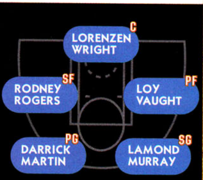
SEATTLE SONICS

The Sonics do everything right, except rebound. Ranked as the top team in the NBA, the starting lineup has excellent scoring and defense. The Motion and Isolation sets work great with these guys. Although you'll want to keep the starters on the floor most of the time, Ellis and Anthony are threats off the bench.


C
JIM MCILVAINE
SF
DETLEF SCHREMPF
PF
VIN BAKER
PG
GARY PAYTON
SG
HERSEY HAWKINS

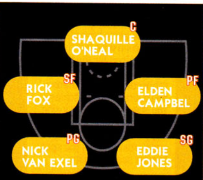
LOS ANGELES CLIPPERS

Playing in the shadow of the mighty Lakers is bad enough, but when your overall team ranking is 24th, every game is a challenge. Your starters can score, but the defense is a problem. Try the two rookies as a shot-blocking tandem. Use your team settings to double team the best scorers on opposing teams.


C
LORENZEN WRIGHT
SF
RODNEY ROGERS
PF
LOY VAUGHT
PG
DARRICK MARTIN
SG
LAMOND MURRAY

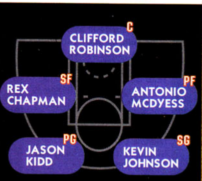
LOS ANGELES LAKERS

Ranking first in scoring and second in ball control gives the powerful Lakers an overall rank of second in the NBA. Your starters are great, as are Kobe Bryant and Robert Horry off the bench. With Van Exel and Jones at guard, and Shaq at center, you should try the Outside Triangle offensive set.


C
SHAQUILLE O'NEAL
SF
RICK FOX
PF
ELDEN CAMPBEL
PG
NICK VAN EXEL
SG
EDDIE JONES

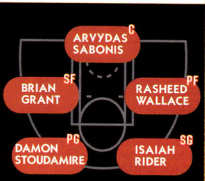
PHOENIX SUNS

Jason Kidd and KJ may herald the sunrise of a new golden era for Phoenix. The Suns continue to have a high-scoring offense, but they need help on defense. Jason Kidd and KJ should be on the floor as much as possible. The excellent bench includes Danny Manning, George McCloud, Dennis Scott and Mark Bryant.


C
CLIFFORD ROBINSON
SF
REX CHAPMAN
PF
ANTONIO MCDYESS
PG
JASON KIDD
SG
KEVIN JOHNSON

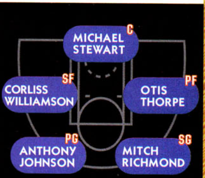
PORTLAND TRAILBLAZERS

By the team ranking numbers, the Blazers look very strong, particularly in rebounds and scoring. The starters are a high-scoring bunch led by Damon Stoudamire and Arvydas Sabonis. Off the bench, Walt Williams and Carlos Rogers would be starting on many teams. Kelvin Cato, the rookie, can rebound and block.


C
ARVYDAS SABONIS
SF
BRIAN GRANT
PF
RASHEED WALLACE
PG
DAMON STOUDAMIRE
SG
ISAIAH RIDER

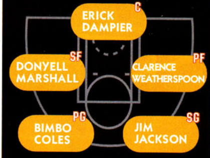
SACRAMENTO KINGS

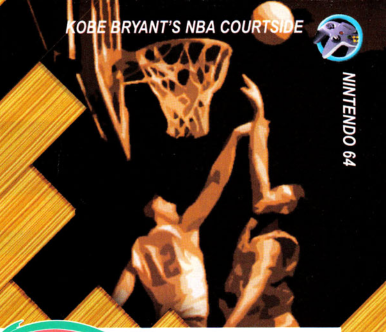
Mitch Richmond is spectacular for the less-than-majestic Kings, but his court could use some nobility. Mahmoud Abdul-Rauf gives you an extra scoring threat and Billy Owens and Olden Polynice give you both shooting and rebounding help. Michael Stewart is the rookie to use on defense.


C
MICHAEL STEWART
SF
CORLISS WILLIAMSON
PF
OTIS THORPE
PG
ANTHONY JOHNSON
SG
MITCH RICHMOND

GOLDEN STATE WARRIORS

The Warriors may not rank very high in any category, although their 11th place ranking for rebounding is impressive. Clarence Weatherspoon can do it all, except lob in three-pointers. For the perimeter game, bring Muggsy Bogues off the bench. Rookie Adonal Foyal is a talented shot-blocker.

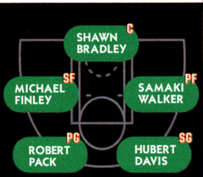

C
ERICK DAMPIER
SF
DONYELL MARSHALL
PF
CLARENCE WEATHERSPOON
PG
BIMBO COLES
SG
JIM JACKSON



MIDWEST DIVISION

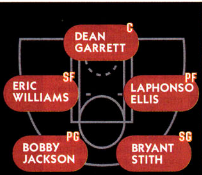
DALLAS MAVERICKS

Ranking 29th in scoring and rebounding doesn't exactly put the Mavs in a winning position. Forget trying to make three-pointers. Instead, use inside sets and get the ball to Bradley or Walker posting up in the key. A.C. Green and Cedric Ceballos can help off the bench. Chris Anstey, the rookie center, can help with rebounding.


C
SHAWN BRADLEY
SF
MICHAEL FINLEY
PF
SAMAKI WALKER
PG
ROBERT PACK
SG
HUBERT DAVIS

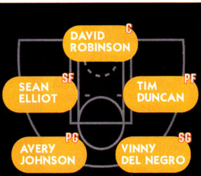
DENVER NUGGETS

The Nuggets' low-ranked defense and scoring give the team the second lowest overall ranking in the league. Laphonso Ellis does it all, but he has little support from the other starters or the bench. Denver's four rookies won't add much. Washington could be a three-point threat, however.


C
DEAN GARRETT
SF
ERIC WILLIAMS
PF
LAPHONSO ELLIS
PG
BOBBY JACKSON
SG
BRYANT STITH

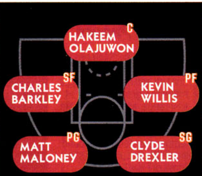
SAN ANTONIO SPURS

David Robinson is still the go-to guy, but with rookie Tim Duncan playing as a Power Forward, you really have two centers in the lineup, which helps on rebounding and blocking. Cory Alexander is your deep threat off the bench for treys. The default box offensive set is a good one for this team.


C
DAVID ROBINSON
SF
SEAN ELLIOT
PF
TIM DUNCAN
PG
AVERY JOHNSON
SG
VINNY DEL NEGRO

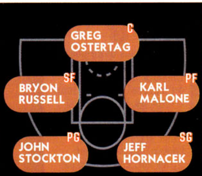
HOUSTON ROCKETS

Although they are no longer the championship team of the mid '90s, the Rockets still boast a potent offense. The star-studded starting lineup is your strength. If they get tired or into foul trouble, you'll be in trouble, too. Kukoc and Eddie Johnson are good backups. Rookie Roderick Rhodes can swipe the ball.


C
HAKEEM OLAJUWON
SF
CHARLES BARKLEY
PF
KEVIN WILLIS
PG
MATT MALONEY
SG
CLYDE DREXLER

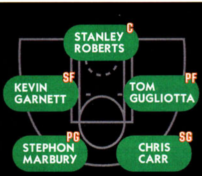
UTAH JAZZ

Ranked third overall, the Jazz starters have strength on both offense and defense, but the bench doesn't offer much depth. With Stockton, Hornacek, and Russell, you have a triple perimeter threat. The Mailman, Karl Malone, is awesome. Keep him in the game as much as possible.


C
GREG OSTERTAG
SF
BRYON RUSSELL
PF
KARL MALONE
PG
JOHN STOCKTON
SG
JEFF HORNACEK

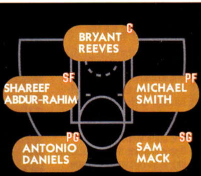
MINNESOTA TIMBERWOLVES

No longer the perennial punching bags of the NBA, the T-Wolves can score and control the ball, but they still need help with rebounds and defense. Kevin Garnett is a real force on the court, as is Tom Gugliotta. You don't have much backup on the bench, though. Anthony Peeler is about it.


C
STANLEY ROBERTS
SF
KEVIN GARNETT
PF
TOM GUGLIOTTA
PG
STEPHON MARBURY
SG
CHRIS CARR

VANCOUVER GRIZZLIES

Defense is the biggest question mark for the Grizzlies. Shareef Abdur-Rahim and "Big Country" Bryant Reeves are the power guys. George Lynch and Tony Massenburg can give you support off the bench. Rookie Point Guard Antonio Daniels is more of a ball-handler than a shooter, but his range is good.


C
BRYANT REEVES
SF
SHAREEF ABDUR-RAHIM
PF
MICHAEL SMITH
PG
ANTONIO DANIELS
SG
SAM MACK

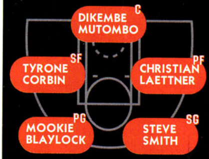
CENTRAL DIVISION

EASTERN CONFERENCE

Chicago has dominated the east during the '90s, but Miami, Indiana, and Atlanta all have the talent needed to go all the way. When substituting players, keep in mind that each player's skill has been weighted to reflect his production. This means that you shouldn't start a great shooter who actually plays only three minutes per game. In such a case, the player's shooting percentage has been lowered.

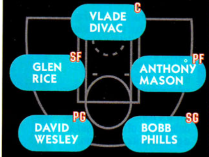
ATLANTA HAWKS

Great rebounding and good shooting and defense for the Hawks make them a legitimate contender. Mookie Blaylock and Steve Smith combine for a devastating three-point threat, while Laettner and Mutombo rock under the boards. The Hawks biggest weakness is their bench. Rookie Chris Crawford doesn't add much.


C
DIKEMBE MUTOMBO
SF
TYRONE CORBIN
PF
CHRISTIAN LAETTNER
PG
MOOKIE BLAYLOCK
SG
STEVE SMITH

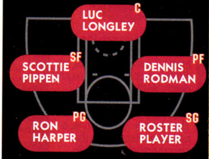
CHARLOTTE HORNETS

The Hornets excell in the ball control category. Even rookie Tony Farmer should add to the steals column. The starting lineup featuring all-star Glen Rice is talented on offense and defense. Dell Curry can help off the bench, but the depth here isn't great.


C
VLADE DIVAC
SF
GLEN RICE
PF
ANTHONY MASON
PG
DAVID WESLEY
SG
BOBB PHILLS

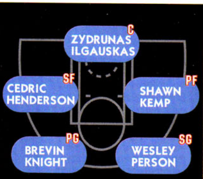
CHICAGO BULLS

Will the Bulls three-peat again? That's up to you. By the book, they rank seventh overall, although tops in defense. The unnamed "roster player" has intimidating numbers and the other starters are well-known. Toni Kukoc and Steve Kerr are the top talents on the bench.


C
LUC LONGLEY
SF
SCOTTIE PIPPEN
PF
DENNIS RODMAN
PG
RON HARPER
SG
ROSTER PLAYER

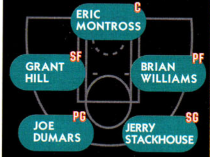
CLEVELAND CAVALIERS

Defense is the mark of the Cavs. Four rookies on the squad add mystery. Brevin Knight is an excellent ball-handler with quick hands, sure to get a lot of steals. Forward Cedric Henderson can jump and dunk with the best. Ilgauskas has strong rebounding skills but limited range. Anderson has decent range.


C
ZYDRUNAS ILGAUSKAS
SF
CEDRIC HENDERSON
PF
SHAWN KEMP
PG
BREVIN KNIGHT
SG
WESLEY PERSON

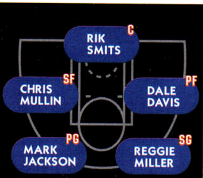
DETROIT PISTONS

The once-powerful Pistons have slipped in recent years, but they're still a dominating rebounding and defensive team. The starters are young but talented. Rookie Charles O'Bannon is strongest under the basket and shooting from about ten feet. Lindsey Hunter is a good sixth man.


C
ERIC MONTROSS
SF
GRANT HILL
PF
BRIAN WILLIAMS
PG
JOE DUMARS
SG
JERRY STACKHOUSE

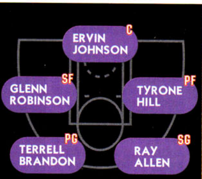
INDIANA PACERS

The Pacers' sixth place ranking overall is due to ball control and defense. Reggie Miller is a great shooter at any range, as is Chris Mullin. Austin Croshere, the Pacer's rookie, has a good mid-range jumper and decent rebounding skills. Antonio Davis is a force off the bench.


C
RIK SMITS
SF
CHRIS MULLIN
PF
DALE DAVIS
PG
MARK JACKSON
SG
REGGIE MILLER

MILWAUKEE BUCKS

The Bucks have a solid defense, but they don't score so high in the other categories. Terrell Brandon and Glenn Robinson are your best shooters. The rookie, Jerald Honeycutt, can handle the ball well, but he isn't much of a scoring threat. Armon Gilliam and Ricky Pierce can help off the bench.


C
ERVIN JOHNSON
SF
GLENN ROBINSON
PF
TYRONE HILL
PG
TERRELL BRANDON
SG
RAY ALLEN

ATLANTIC DIVISION

BOSTON CELTICS

The glory days of the Celtics are long gone, but solid "D" and lots of new blood may begin a new reign. Ron Mercer, the rookie starting Guard, has potential in almost every area except blocking shots. Barros, Minor and Popeye Jones can help off the bench.

C ANDREW DECLERCQ
SF WALTER MCCARTY
PF ANTOINE WALKER
PG KENNY ANDERSON
SG RON MERCER

MIAMI HEAT

The new powerhouse in Florida is the Heat. Overall, the team ranks fifth in NBA Courtside. Tim Hardaway and Alonzo Mourning have the hot hands and P.J. Brown crashes the boards. Off the bench, Dan Majerle, Voshon Lenard, and Terry Mills add extra scoring potential.

C ALONZO MOURNING
SF JAMAL MASHBURN
PF P.J. BROWN
PG TIM HARDAWAY
SG BRENT BARRY

NEW JERSEY NETS

Solid defense is the biggest asset that the Nets have going for them, that and rookie Keith Van Horn. The small forward who played college ball in Utah can do everything except block shots. His range is excellent all the way out to three-point range. Gatling and Gill can add strength off the bench.

C RONY SEIKALY
SF KEITH VAN HORN
PF JAYSON WILLIAMS
PG SAM CASSELL
SG KERRY KITTLES

NEW YORK KNICKS

The once mighty Knicks still pack a punch, particularly in rebounding and defense. Unfortunately, the scoring side of the equation is not as positive. What this team needs is someone besides Patrick Ewing to shoulder the load. Chris Mills and John Starks are the best off the bench.

C PATRICK EWING
SF LARRY JOHNSON
PF CHARLES OAKLEY
PG CHARLIE WARD
SG ALLAN HOUSTON

ORLANDO MAGIC

Orlando's brief flirtation with greatness seems like so much smoke and mirrors these days. Hardaway still has enough magic to bamboozle opponents, but that's about it for the Magic. Anderson, Harper, Price, Wilkins and Strong all provide adequate backup. You'll need more than hocus pocus to win with this team.

C DANNY SCHAYES
SF CHARLES OUTLAW
PF HORACE GRANT
PG DARRELL ARMSTRONG
SG ANFERNEE HARDAWAY

PHILADELPHIA 76ERS

The Sixers don't rank higher than 21st in any category, they're 25th overall. Rookie Tim Thomas shows promise, though. He can shoot at mid-range, dunk the ball, and sink free-throws. Iverson and Coleman are the proven shooters, though, and Joe Smith is an excellent sixth man.

C THEO RATLIFF
SF TIM THOMAS
PF DERRICK COLEMAN
PG ALLEN IVERSON
SG AARON MCKIE

WASHINGTON WIZARDS

They aren't as dangerous as the Wiz Pig, but the Wizards have some magic up their sleeves in scoring and ball control. The entire starting lineup is a good one, and you'll want them on the floor as much as possible. If you have to make a substitution, bring in Tracy Murray.

C GHEORGHE MURESAN
SF JUWAN HOWARD
PF CHRIS WEBBER
PG ROD STRICKLAND
SG CALBERT CHEANEY

TORONTO RAPTORS

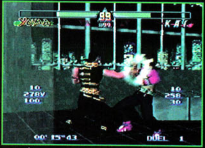
If you want a challenge, try taking the Raptors to the championship. Toronto is looking to its rookies to build a future contender. Billups starts and does everything well except rebound and block shots. McGrady has limited range, but he can rebound while Williams ranks between the other two.

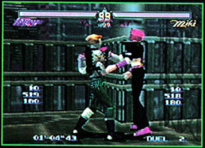
C OLIVER MILLER
SF GARY TRENT
PF MARCUS CAMBY
PG CHAUNCEY BILLUPS
SG DOUG CHRISTIE

DEADLY ARTS™

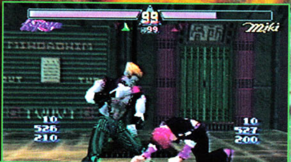
© 1998 Konami

It takes discipline and skill to become a master of the martial arts. Will you have what it takes to become a master of Deadly Arts?

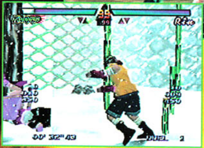




DEADLY SERIOUS



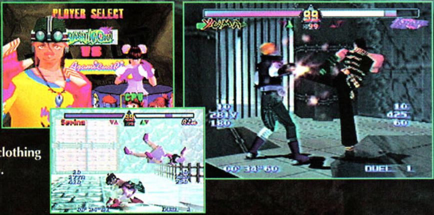
After recent success in the sports genre with NBA In The Zone '98 and Nagano Winter Olympics '98, Konami will leap into the ring this spring with a promising tourney fighter called Deadly Arts. Deadly Arts will have some interesting twists on the classic fighting game formula, including a feature that will allow you to create and train your own character. The game is still deep in development (our screen shots are taken from an early Japanese version), but the combat system is looking good so far.



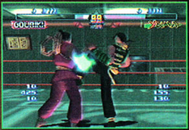
BATTLE FOR GLORY

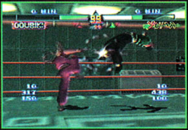
COLORFUL CHARACTERS

Deadly Arts will contain the usual roster of colorful fighters (eight to choose from), ranging from the brash Kai Kimura to the ferocious but feminine Serina Hiyu. In the version we sampled, there were even a couple of fashion-challenged teens: Rin, who is apparently having a Princess-Leia-hair day; and Kaoru, who seems to have gotten lost in the "Thrasher's Threads" clothing store at the local mall and can't find his way out again.



ACROBATIC ANTICS

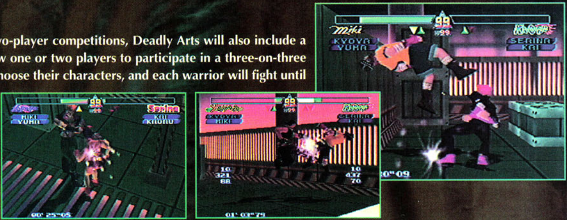




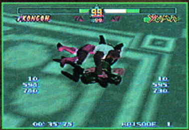
At this point, character names and costume designs are still subject to change, but the warriors already have the beginnings of diverse and distinctive fighting styles. Combat will be focused more on quick, acrobatic combos than fantasy special moves. If a fight doesn't end with a knockout, the computer will tally up scores based on fighting technique, remaining energy and other factors to determine the winner.

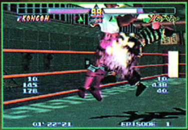
TEAM BATTLE

Besides the standard one- and two-player competitions, Deadly Arts will also include a Team Battle mode. This will allow one or two players to participate in a three-on-three elimination match. Players will choose their characters, and each warrior will fight until he or she falls. The next fighter in line will then take over. Once all the warriors on one side are defeated, the battle will be over.



TAG BATTLE

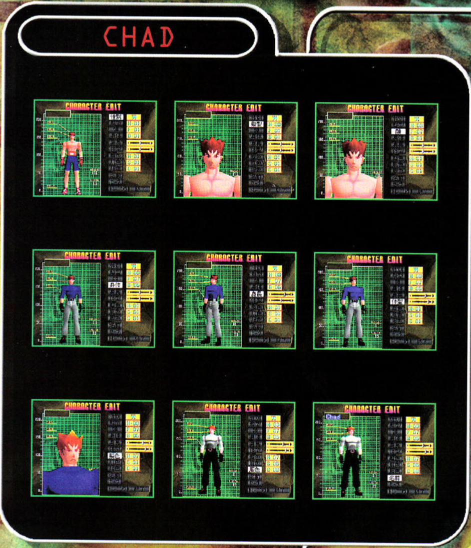




In the proposed Tag Battle mode, you'll first select your favorite character and begin challenging the other combatants. As you progress through the ranks, other fighters will ask to join you on your quest to find and defeat some shadowy villains. You can have up to three teammates, and you can always swap one out when a new character volunteers. If your primary fighter is defeated, the next one in line will take up the quest.

FROM THE GROUND UP

The most exciting feature in Deadly Arts will be its "create-a-fighter" option, which will allow you to fashion your own fighter from the ground up. You'll be able to edit your character's height, weight, hair style, clothing and more. You'll be able to save your characters to a Controller Pak, and the ones we created took up only two pages of space each. Some of the clothing choices in our version of the game were a bit bizarre (somebody at Konami *loves* 70's disco outfits), but it was great fun to experiment with the system.



- MALE OR FEMALE
- HAIR STYLE
- FACIAL TYPE
- CLOTHING TYPE
- HEIGHT
- WEIGHT
- HAIR COLOR
- SKIN COLOR
- CLOTHING COLOR
- NAME

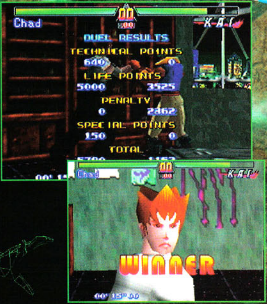
SCHOOL OF HARD KNOCKS

PLAYER SELECT
Chad
VS
CPU

When your fighter is first created, he or she won't be able to do much more than throw a few basic punches and kicks. Your first task will be to enter the Training mode to get some combat experience under your belt. When you win your first battle, your opponent will teach you some special moves and combos. If you lose, you won't gain any new skills.

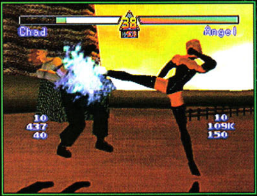
PRACTICE MAKES PERFECT

As you defeat each fighter in turn, you'll master each of his or her particular fighting styles. If a new attack or technique uses the same controller sequence as one you already know, you'll be able to choose which one to keep and which one to throw away. In our version of the game, there didn't seem to be a limit on who or when we could fight. If we wanted to change our moves, all we had to do was defeat another fighter, even if it was someone we'd faced before.


Chad
K-A-I
DUEL RESULTS
TECHNICAL POINTS
640
0
LIFE POINTS
5000
3525
PENALTY
0
2862
SPECIAL POINTS
150
0
TOTAL
WINNER

CUSTOM CARNAGE

Our contacts at Konami told us that you'll also be able to pit two custom characters against each other (using two Controllers and two Control Paks, of course). This option wasn't available in our game, but by using some computerized sleight-of-hand, we were able to simulate a screen shot of what this battle mode might look like.



COMING SOON!

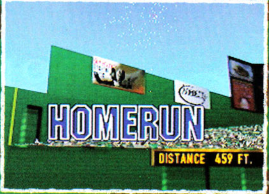
It's still too early to pass final judgement on Deadly Arts, but, as we said, it does look promising. The characters' moves are quick and fluid, and the game does boast features like "break through points" in the various arenas and a shifting camera. The game is tentatively scheduled for a late spring release, so we'll just have to reserve our opinions until then. We promise that we won't pull any punches!

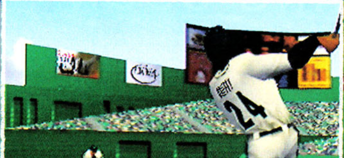
Angel
KONGOU

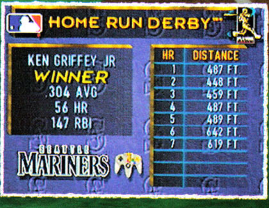
MAJOR LEAGUE™ Baseball

FEATURING KEN GRIFFEY JR

Like the major league players themselves, the developers of MLB Featuring Ken Griffey Jr. used the off-season to nip, tweak and tuck their game to near perfection. The result is a baseball game so real, you can practically smell the hot dogs!






HOME RUN DERBY™

KEN GRIFFEY JR
WINNER
.304 AVG
56 HR
147 RBI

HR	DISTANCE
1	487 FT
2	448 FT
3	459 FT
4	487 FT
5	489 FT
6	642 FT
7	619 FT

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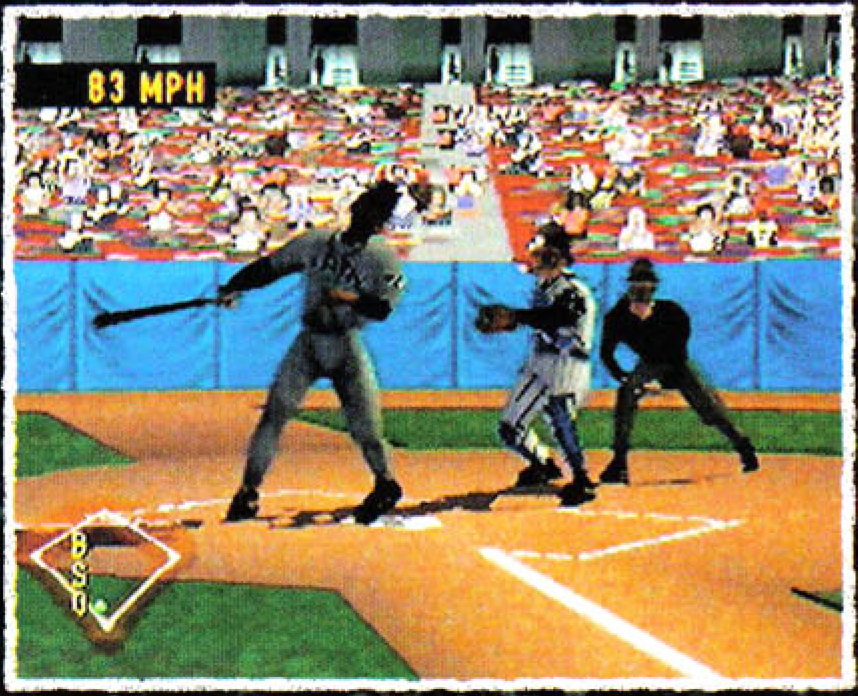
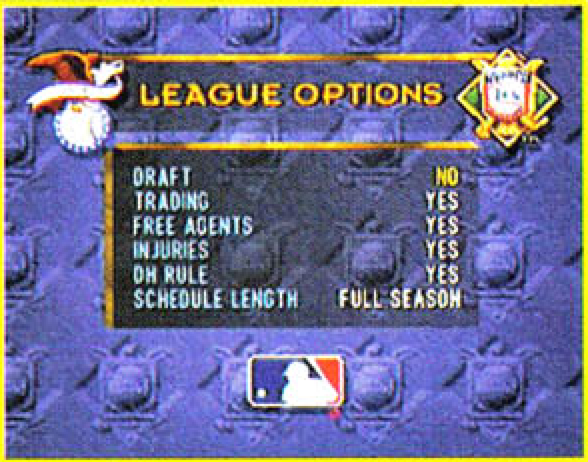
SPORTS

BIG LEAGUE FUN

When we got our hands on an early version of Major League Baseball Featuring Ken Griffey Jr. last fall, we were thrilled. We loved the intuitive game control, the incredibly fluid motion-captured animation—everything about the game seemed on target to us. As development work on MLB continued, we wondered what could they possibly do to make this game better. Well, now we know. Like a pro baseball player honing his swing to turn doubles into home runs, the development team made subtle but significant changes to transform MLB from a very good game into a truly great one.



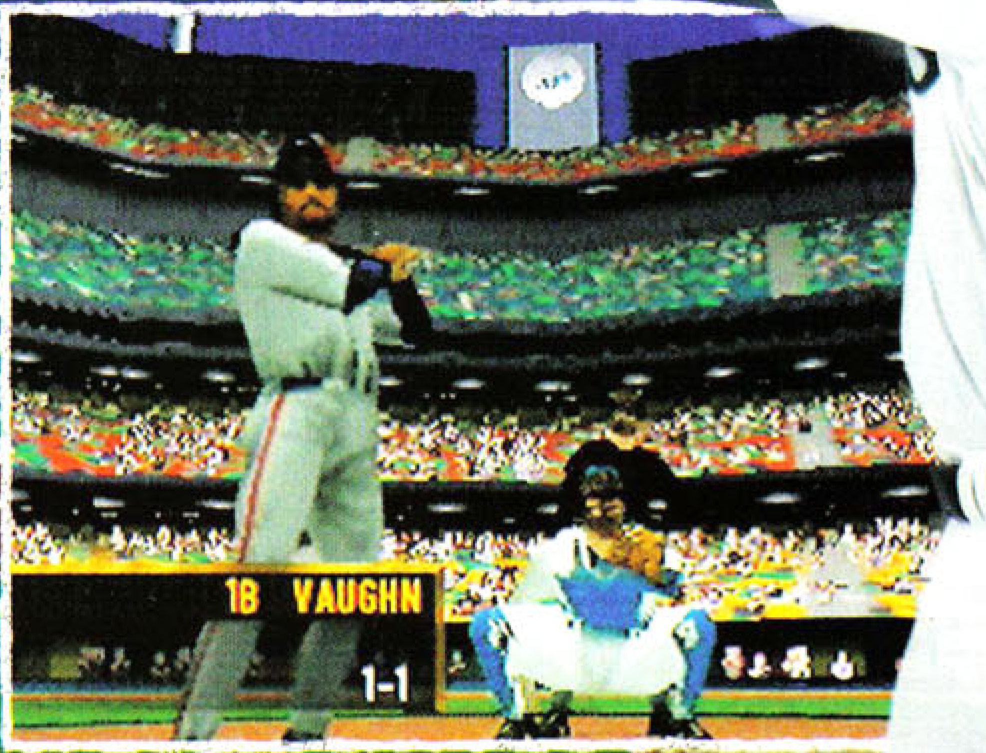
EASTERN
New York Yankees



DRAFT NO
TRADING YES
FREE AGENTS YES
INJURIES YES
DH RULE YES
SCHEDULE LENGTH FULL SEASON

While some elements will need to be polished or updated before the game is released (the teams still have their 1997 rosters, for example), it is essentially complete. Some of the more recent changes to the game, like the improved textures on the polygon graphics and the enhanced batting system, are obvious. Other changes and upgrades aren't quite as noticeable, at least not at first. As you play the game, however, each brilliant facet of this gem, large and small, begins to shine through: truly intelligent players that will, for example, slide into base to break up a play; balls that curve, slide and bounce realistically; animation that looks like footage straight out of the sports highlight shows; true major league play, including features that you rarely see in video game baseball, like ground-rule doubles, infield flies, errors and switch hitters. The developers were so intent on creating an authentic baseball experience, that they even made sure that the fans will boo what they think is a bad call from the umpire, and the organ will belt out the classic "Charge!" fanfare when the home team is down on strikes. Believe us when we say that practically every element in MLB screams, "This is real major league baseball!"

"Subtle but significant changes transform MLB from a good game into a great one."



The camera work in MLB is up close and personal. Here you see mighty Mo Vaughn looking confident up at the plate. You won't get shots like this on your local sports highlight shows!

POWER'S PLAY BY PLAY

SEATTLE MARINERS
R. JOHNSON (20-4 2.28)
ANGELS
C. FINLEY (13-6 4.23)

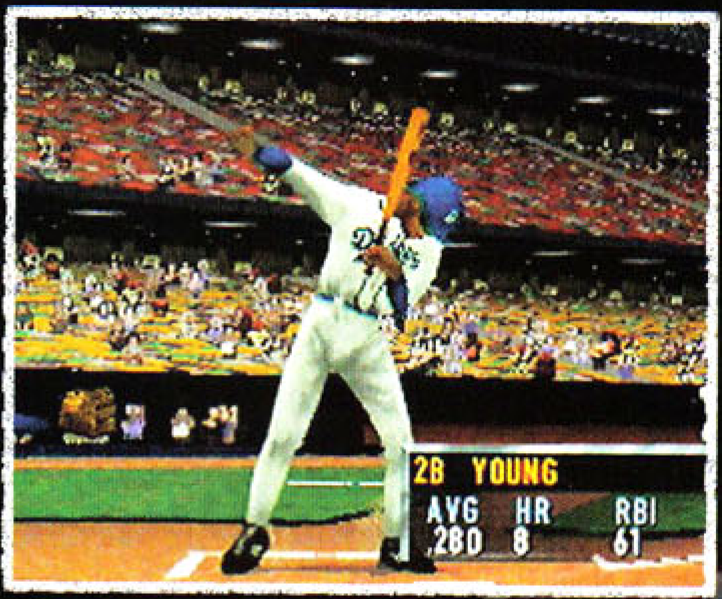
MLB is so real that our staff members have been "calling" (announcing) games as they play. This inspired us to produce a play-by-play script based on an actual game between two staffers. Here's an exciting slice of that game, featuring the Seattle Mariners and the Anaheim Angels. We join our show already in progress:

Nick: Welcome back to this edition of Power's Play-By-Play. I'm your host, Nick Power, and this is my partner, Nate Baserunner. If you're just joining us, we're in the middle of a classic match-up between two Western Division rivals, the Seattle Mariners and the Anaheim Angels.

Nate: Both teams have their big guns on the mound today: Randy Johnson for the Mariners and Chuck Finley for the Angels. Both lefties have been demonstrating great power and control, and here at the top of the fourth inning, we still have no score.

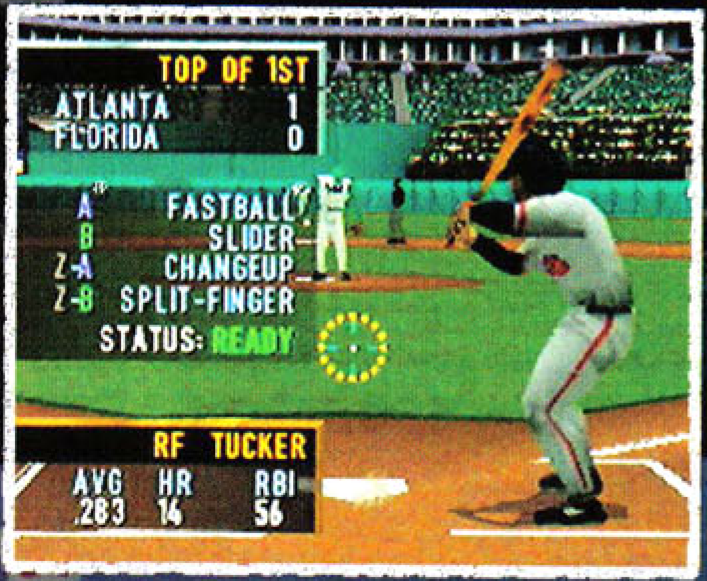
continued...

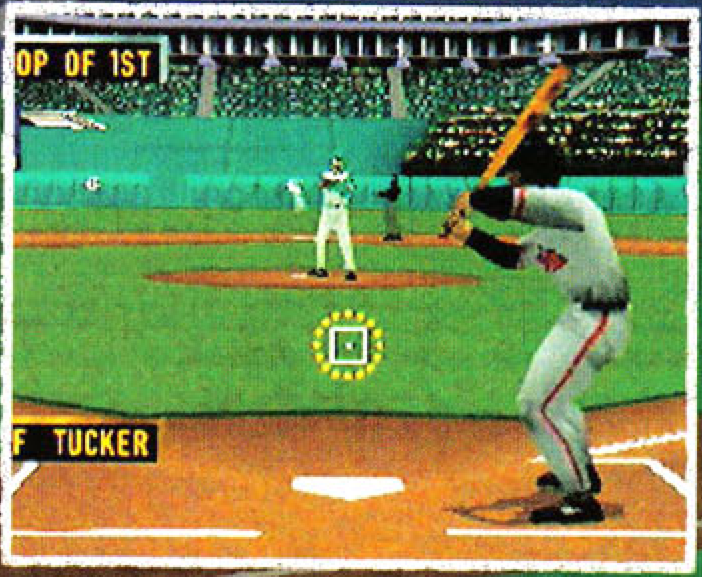
SWING BATTA!


2B YOUNG
AVG HR RBI
.280 8 61

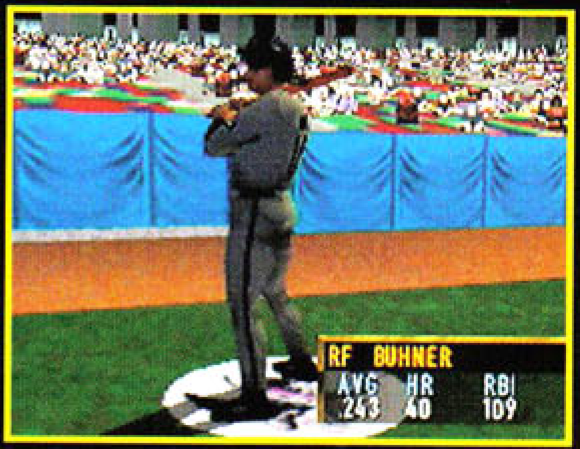
When we last reported on MLB back in Volume 100, we commented on how much we liked the batting system, and how there was a real balance between the pitcher and the hitter. When we heard that the batting system had undergone some changes, we crossed our fingers and hoped for the best. We shouldn't have worried.

The new system is much like the old, but it now has some interesting visual cues. The first is a pitching cursor, which looks like a crosshair. This shows where the pitch is being aimed and where the ball will cross the plate. The second cue is a round batting cursor. This shows where the fat part of the bat (the area that will produce the best hit) will strike when the batter swings. The third is a rectangular box above home plate that represents the strike zone.

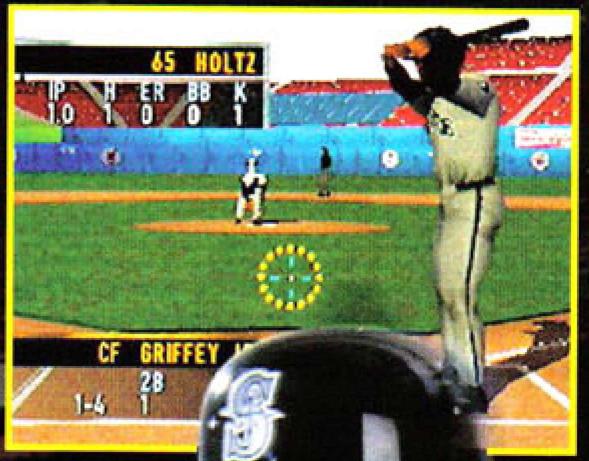

TOP OF 1ST
ATLANTA 1
FLORIDA 0
A FASTBALL
B SLIDER
Z-A CHANGEUP
Z-B SPLIT-FINGER
STATUS: READY
RF TUCKER
AVG HR RBI
.283 14 56


OP OF 1ST
F TUCKER

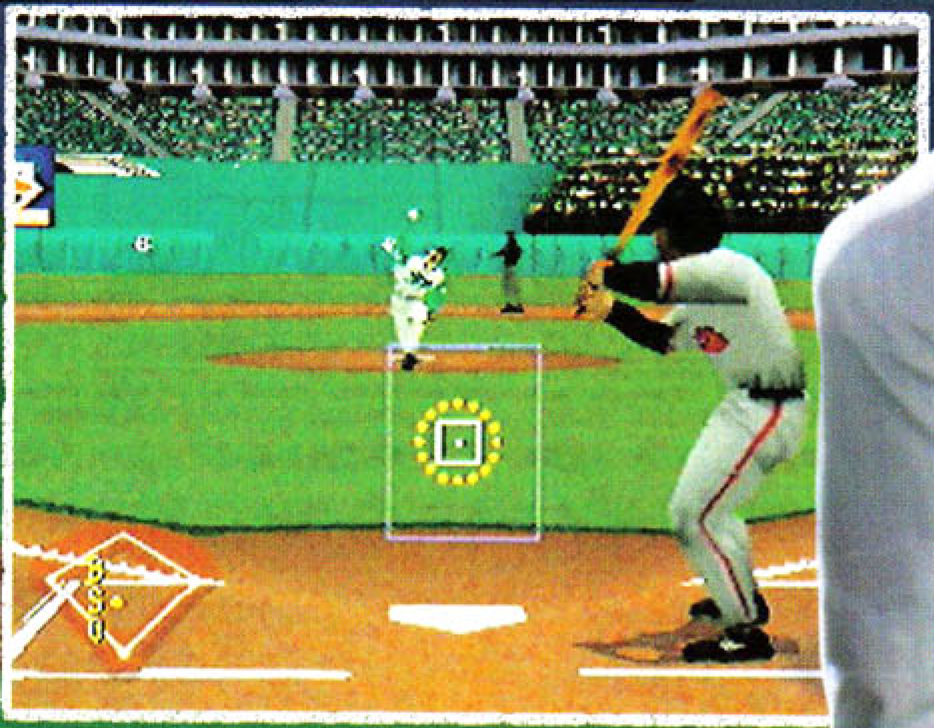
Once the ball is thrown, the pitching cursor will change from a crosshair to a small square. The pitcher can make the ball curve, slide, drop or rise, and the pitching cursor will move as the ball moves. The batter must then match up the batting cursor with the pitching cursor and swing at the right moment to hit the ball. If the batter is on target, he'll get a good hit. If not, he might still hit the ball off the end or the handle of the bat. If that happens, he'll likely get a "bloop" hit, a foul or a pop-up, just like in real baseball.


RF BUHNER
AVG HR RBI
.243 40 109

There are six basic batting stances in the game, plus Griffey's. Each batter was given the stance closest to his own.


65 HOLTZ
IP H ER BB K
1.0 1 0 0 1
CF GRIFFEY

> "The new system is much like the old, but it now has some interesting visual cues."



The strike zone box flashes once when the batter first appears and once when the ball is thrown. This way, it will give you an idea of where the strike zone is without being too distracting.

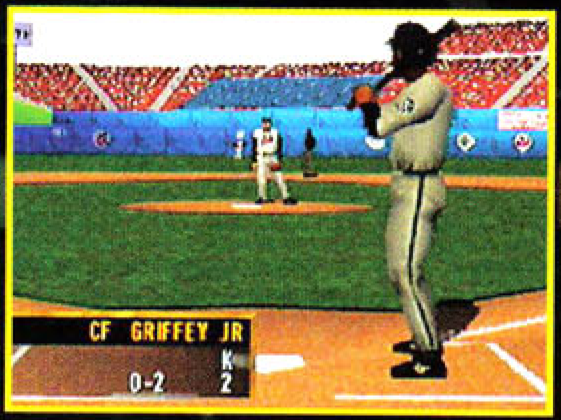
POWER'S PLAY BY PLAY

CF GRIFFEY JR
K
0-2 2

Nick: The Mariners have often struggled against the Angels, especially on Angel turf, but you can't deny their batting power.

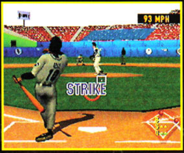
Nate: And no one symbolizes that power more than Ken Griffey Jr., who's stepping up to the plate. Even from up here, I can see that Junior's determined to find a gap in Finley's armor.

Nick: Finley's first pitch to Junior is a slider for strike one.


CF GRIFFEY JR
K
0-2 2

Nate: Finley's been showing great versatility today, mixing sliders with change-ups and blistering high heat. He's definitely not afraid of the Mariners' bats.

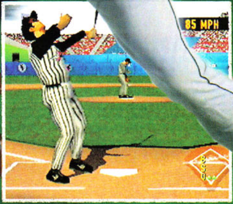
MIND GAMES



After a few times at bat, you'll find yourself doing two things: first, you'll stop trying to watch the pitch as it comes in; second, you'll start to get into a mind game with the pitcher. What the batting system does is take your eye off the ball and make you concentrate more on your swing. As in real baseball, watching the ball can be deceiving, and with this system, you'll start concentrating on the important thing: swinging at the spot where you think the ball will cross the plate.

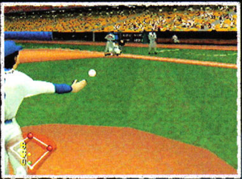
As we played, we started watching the pitching cursor more and more, searching for patterns in what the pitcher was doing. Did he always lead off with a fastball on the inside corner? Did he always try to get the last out with a change-up? When did his curve ball dive and where did it usually cross the plate? We ended up in cat-and-mouse games with both computer and human opponents, trying to get into the pitcher's mind set to anticipate what the next pitch was going to be and send it sailing into left field.

The mind games also worked in reverse. When we pitched, it was always fun to see if we could psyche out the hitter. Is this guy going to chase another fastball to the outside corner? Maybe he will, maybe he won't, but what if this one ends up being a change-up instead? Maybe Mr. Six-Gun here will pull the trigger too soon!



PLAYABILITY

If all of this sounds too complicated, don't worry. The MLB team worked hard to balance the pitcher's skill against the batter's skill, as well as the game's overall realism against its playability. For example, though MLB has very realistic ball movement, pitching speed was fudged just a bit to keep the game playable and fun. Those fastballs may look like they're screaming over the plate at 100 mph, but in reality, they're not traveling at quite the advertised speed. If they were, you'd have about .3 seconds to decide whether or not to swing—realistic, but not very playable. Therefore, all the pitching speeds were adjusted slightly to make them more manageable for those of us who have never played in the major leagues. In the end, the fastballs will seem blindingly fast and the change-ups will be frustratingly sneaky, but you'll still have a good chance of hitting them.



In addition, there will be three difficulty levels, including a very forgiving Rookie level that will make even the greenest amateurs look like seasoned veterans. If you're more skilled, then the Veteran and All-Star levels will keep you swinging away.

> "When we pitched, it was always fun to see if we could psyche out the hitter."

Nick: The oh-one pitch is on the waaaay—swung on and belted! Deep to right field! And that ball iiiiis outta here! Ken Griffey Jr. with a lead-off home run here in the fourth!

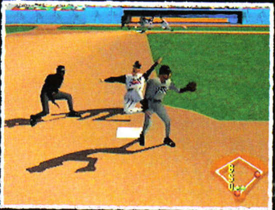
Nate: Oh, that's really gotta hurt, Nick, to be pitching perfectly, and then BOOM! Back in my pitching career, I'd get a little rattled by a hit like that.

Nick: Finley is clearly frustrated, but let's see what he'll do with Seattle's designated hitter, Edgar Martinez. The first pitch is a fastball right down the heart of the plate, strike one.

Nate: Finley's trying not to let Junior's home run get to him, going right after Edgar from the first pitch.

Nick: The next pitch is on the waaay—and it's a shot right over second baseman Randy Velarde's head into right field for a base hit. Martinez will saunter over to first base easily.

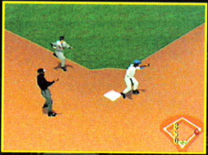
FIELDER'S CHOICE

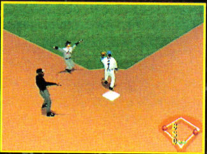


Pitching and batting are only the first two parts of the baseball equation, and so we come to the third: fielding. Fielding has always been video baseball's weakest point, with complaints ranging from bad camera angles to players that seemed to run at wildly different speeds. Fielding in MLB, however, is easy to use and a joy to watch. The MLB team first focused its attention on what it thought was at the root of many past problems, which was inaccurate field size. If the infield is too small, for example, bunting won't ever work. If the outfield is too small, that will favor fielders; if it's too large, batters and runners will have the edge. Therefore, every ballpark in MLB was created to be as near to its actual dimensions as possible.

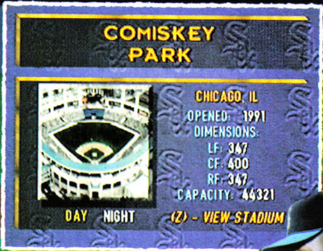
Once the field sizes were established, each subsequent step in building the fielding system just fell into the place. The next task was to make sure that the ball and the players moved at realistic speeds. The MLB team even went so far as to calculate how the speed of a throw might be affected by different factors, like whether the fielder had to pivot to make the throw, whether he was running or standing still, if he had to dive and then get up to throw and so on.

The result is fielding that looks and feels incredibly natural and realistic, right down to the split-second timing on close plays. For once, if a ball is bunted correctly or a sacrifice fly is belted out to the right fielder, the runner might actually have enough time to make it to his intended destination.





The freedom of movement you have with the N64's analog Control Stick and the game's excellent camera work also help make fielding easy. With good camera angles and good visual cues (for example, an expanding and contracting arrow shows you the direction and distance to the ball), we never felt as if we didn't know what was going on, and we never had to trot out the old excuse, "But I didn't know where the ball was!" Though MLB does have an Auto-Fielding option, we found that we could compete just fine without it.



COMISKEY PARK

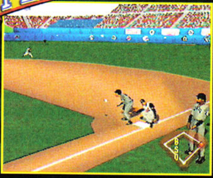
CHICAGO, IL
OPENED: 1991
DIMENSIONS:
LF: 347
CF: 400
RF: 347
CAPACITY: 44321

DAY NIGHT (Z) - VIEW STADIUM

"Fielding in MLB is easy to use and a joy to watch."

Each ballpark in the game was constructed to actual field dimensions. This is one of the key reasons why the fielding feels so realistic and natural.

POWER'S PLAY BY PLAY

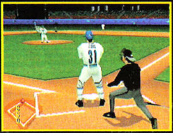


Nate: Finley can't let the Mariners build any more momentum, and since Martinez isn't the fastest runner, Finley must be looking for the double play opportunity.

Nick: Too true. Shortstop Alex Rodriguez is now up to bat, but instead of a pitch, we have a throw to first base. Martinez will get back in plenty of time, and—uh, oh. Oh, it looks like Finley hurt himself on that play. He's not looking so good, and the Angels are calling a time out.

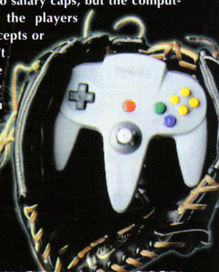
Nate: We're getting word that Finley is leaving the game with a bruised foot, and that's got to be a tough break for the Angels. Most of the Angels' relievers pitched in last night's extra-inning game against Texas. They were counting on Finley to go at least seven innings to take the pressure off the bullpen, but now...

FRONT OFFICE

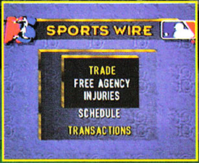


The realism in this game doesn't stop with the onfield action, but extends into the dugout and the front office. For example, before the computer decides if and when to put in a relief pitcher, it will consider many factors, including the current pitcher's condition, the current score, the chances of winning the game and the condition of the relief pitchers. If all the relievers are tired from pitching the night before, the computerized manager may be forced to let the current pitcher stay in a bit longer, even if he's struggling.

Another example of the attention to detail can be found in the trading system. There are no salary caps, but the computer will weigh the worth of the players against each other before it accepts or rejects a proposal. You won't get a Mark McGwire or a Mike Mussina for a couple of utility players, for example, but if you offer up two good relievers and the left fielder that the other team needs, you may just get that outstanding starting pitcher you want.



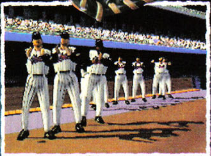
IN THE DETAILS

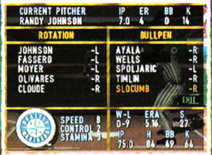


SPORTS WIRE

TRADE
FREE AGENCY
INJURIES
SCHEDULE
TRANSACTIONS

When the MLB team first began work on this game, they sat Ken Griffey Jr. down and asked him straight out, "What makes a great baseball game?" His answer was that the keys to a great game were "all in the details." It seems to us that the developers took that advice to heart. You may not notice consciously all of the small touches that were included in the game, but they all combine to give MLB an atmosphere and sense of realism you won't find in any other baseball title. We know that even casual players will be able to enjoy MLB, but the baseball geeks in us can't help but scream for joy when we spot the third-base umpires signaling a foul ball or when the fans start to leave when a game stretches into eleven innings. The beauty is in the details? You betcha.





CURRENT PITCHER IP ER BB K
RANDY JOHNSON 7.0 4 0 16

ROTATION		BULLPEN	
JOHNSON	-L	AYALA	-R
FASSERO	-L	WELLS	-R
MOYER	-L	SPOLJARIC	-L
OLIVARES	-R	TIMLIN	-R
CLOUDE	-R	SLOCUMB	-R

EXIT

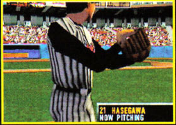
SPEED 8
CONTROL 2
STAMINA 3

W-L ERA S
0-9 5.16 27
IP H BB K
75.0 86 49 66

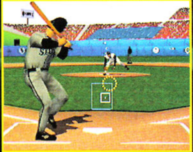
The attention to detail is evident both on and off the field. From squeeze plays to home runs to front office maneuvers, MLB screams realism.

"When the MLB team first began work on this game, they sat Ken Griffey Jr. down and asked him straight out, 'What makes a great baseball game?'"

Nick: Right-hander Shigetoshi Hasegawa is up to face Alex, and he'll have to take command of this situation right away. Hasegawa winds up, the pitch—and it's a bloop towards shortstop Gary DiSarcina. He picks it up on a hop and throws to Velarde for the out on Martinez. Velarde has it and—OH!



Nate: Velarde had to get out of the way of a sliding Edgar Martinez, breaking up what would have been an easy double play! Smart play by Edgar!



Nick: That's amazing, Nate. You don't normally see Edgar slide like that, but his gamble obviously paid off. Well, we'll take a short break, but stay tuned for more baseball action here on Power's Play-By-Play!

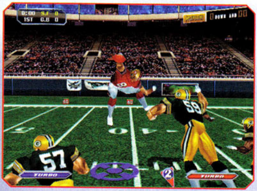
IF THIS GAME WERE ANY ***TOUGHER****, IT'D PUT YOU IN A* ***HEADLOCK****!*

BLITZ

FOOTBALL FRENZY!

NFL BLITZ IS MIDWAY'S LATEST COIN-OP BLOCKBUSTER, COMBINING FOOTBALL WITH ARCADE-STYLE ACTION. BLITZ WILL BE RELEASED FOR THE N64 THIS FALL, BUT TO GIVE YOU AN IDEA OF WHAT'S IN STORE, HERE'S A SNEAK PEEK AT THE OUTRAGEOUS ARCADE VERSION THAT HAS PLAYERS IN A FOOTBALL FRENZY!

MIDWAY
NFL
NFL
PLAY FOOTBALL
PLAYERS
7:00 CIN 0
1ST 0
TURBO
0:10 WAS 0
1ST MIN 0
TURBO
BLITZ
MIDWAY

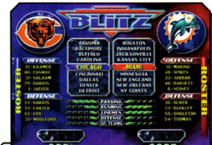

0:00 S.F 0
1ST G.B 0
TURBO
TURBO

THEY'RE GOING FOR IT!

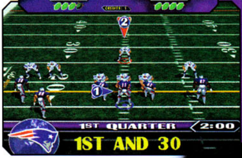
After Midway announced that NFL Blitz would be ported over to the N64, they actually sent us a Blitz arcade game so we could try it out and give them some feedback. We don't often cover arcade games, even if they are going to be translated to a Nintendo system, but we set up Blitz in our back computer room and started playing. After a few days, we dragged ourselves away from the machine just long enough to clear a space in the magazine for this special preview! Midway put a fun, fantasy spin on basketball with NBA Jam and NBA Hangtime, and now they're giving football the same treatment with Blitz. Though the game does use actual NFL players, that's where the realism ends. Just as NBA Jammers could slam dunk from half court, the Blitz bruisers can make 10-yard-long sliding tackles and leap 20 feet in the air to haul in a Hail Mary pass. Everything about Blitz is bigger than life, from the sheer size of the polygonal players to their over-the-top antics on the field. When was the last time you saw a defensive lineman pick up an opposing player with one hand and slam him face down into the turf? Or how about butt-stomping the ball carrier after the play was over? Even the computerized announcer gets into the act, spouting wild commentary like, "That was completely uncalled for—but a lot of fun to watch!"

"WITH THE BONE-CRUNCHING HIT!"

"HE'S GOING POSTAL!"



BLITZ
ARIZONA
BALTIMORE
BUFFALO
CAROLINA
CHICAGO
CINCINNATI
DALLAS
DENVER
DETROIT
HOUSTON
INDIANAPOLIS
JACKSONVILLE
KANSAS CITY
MIAMI
MINNESOTA
NEW ENGLAND
NEW ORLEANS
NY GIANTS
ROSTER
OFFENSE
12-KRAMER
80-CONWAY
31-SALAAM
29-HARRIS
1-JAEGER
DEFENSE
27-HARRIS
23-CARTER
52-COX
21-WOOLFORD
PASSING
RUSHING
LINEMEN
DEFENSE
SP. TEAMS
OFFENSE
13-MARINO
40-SPIKES
33-JABBAR
80-BARNETT
6-NEDNEY
DEFENSE
35-OLIVER
27-BUCKLEY
55-SINGLETON
54-THOMAS
ROSTER
CREDITS: 1

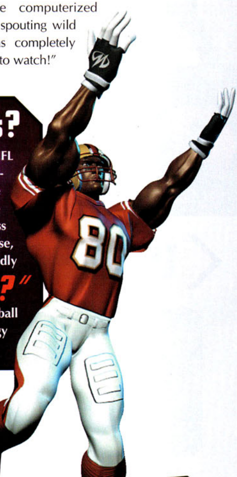


2
1
1ST QUARTER
2:00
1ST AND 30

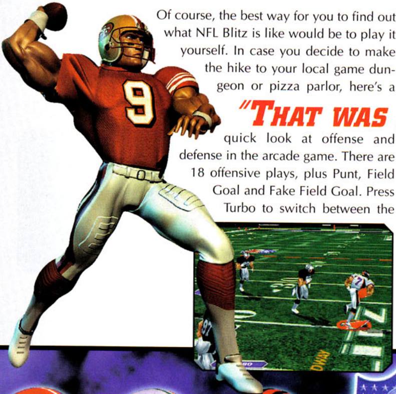
Hey! Who needs rules?

As you can tell, Blitz doesn't exactly conform to official NFL regulations, and what few rules are left are also exaggerated. For example, you need to gain thirty yards, not the usual ten, if you want to get a first down. Even the nastiest take downs and dirty tricks (can you say, "pass interference"?) are perfectly legal. If you're on defense, quickly press the Jump and Pass buttons repeatedly after a play is over and watch what happens! Whereas most video football games seem to strive for equal parts action, strategy and sim, Blitz hits you like the Packer's front four!

"IS THAT LEGAL?"

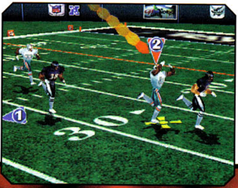


NECESSARY ROUGHNESS



Of course, the best way for you to find out what NFL Blitz is like would be to play it yourself. In case you decide to make the hike to your local game dungeon or pizza parlor, here's a quick look at offense and defense in the arcade game. There are 18 offensive plays, plus Punt, Field Goal and Fake Field Goal. Press Turbo to switch between the two pages of plays and press Jump to "flip" a play. Once you're at the line of scrimmage, press Pass to hike the ball. If you're going to throw, press Up, Left or Right to select a receiver and then press Pass. Be sure to hold the flashing cursor on the receiver until the ball is released. If you let go of the joystick early, you may pass to the wrong person. You can throw as many lateral passes as you like, as long as you haven't crossed the line of scrimmage. To spin while running, tap Turbo twice, and to use the stiff arm move, hold Turbo and tap Pass. You can check out the game cabinet and the hint screens that appear between the quarters for more tips and tricks.

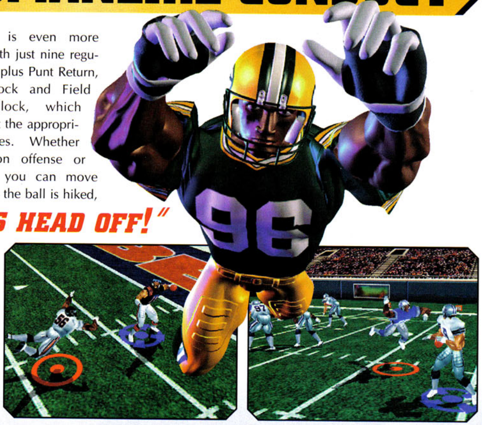
"THAT WAS SENSATIONAL!"



UNSPORTSMANLIKE CONDUCT

Defense is even more basic, with just nine regular plays plus Punt Return, Punt Block and Field Goal Block, which appear at the appropriate times. Whether you're on offense or defense, you can move players around the line of scrimmage before the ball is hiked, so take advantage of that. We've found that the Safe Cover and Zone Blitz plays are really flexible and work well in a lot of different situations, but, of course, they're still far from foolproof. Just remember that pass interference is legal (and very much encouraged) in this game!

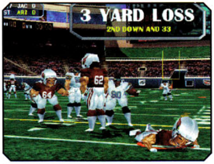
"HE NEARLY TOOK HIS HEAD OFF!"

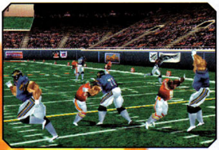


KICKIN' CODES

In between our Blitz battles and occasional breaks for take-out pizza, we did manage to dig up some codes. All codes are entered on the Matchup screen. The first number listed in each code is for the Turbo button, the second for the Jump button and the third for the Pass button. First press the control buttons the number of times shown, then press the joystick in the direction shown. For example, to activate the Tournament Mode, press Turbo once, Jump once, Pass once and then press Down. You can enter as many codes as you like before the Matchup screen fades. Just be aware that Midway has released several versions of Blitz, each one with minor programming variations. The game play remains essentially the same in every version, but some codes may not work with some versions.

"THAT HAD TO HURT!"

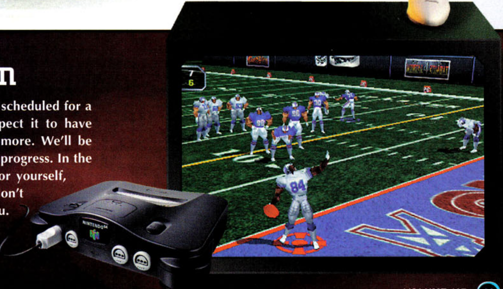




Big Head (Ball Carrier)	2-0-0 Right
Big Players	1-4-1 Right
Field Goal Percentage	0-0-1 Down
Long Field Goals	1-2-3 Left
No 1st Downs	2-1-0 Up
No Computer Assistance	0-1-2 Down
No Interceptions	3-4-4 Up
No Punts	1-5-1 Up
No Random Fumbles	4-2-3 Down
Play In Fog	0-3-0 Down
Powered-Up Team	2-3-3 Up
Show More Field	0-2-1 Right
Smart CPU Opponent	3-1-4 Down
Step Out	2-1-1 Left
Super Blitzes	0-4-5 Up
Tournament Mode (No Codes Will Work)	1-1-1 Down

Future Fun

NFL Blitz for the N64 is scheduled for a fall release, and we expect it to have everything the arcade game has, if not more. We'll be sure to keep you up to date on Midway's progress. In the meantime, if you want to sample Blitz for yourself, jog on down to your local arcade, and don't forget to take a few codes along with you. Now if you'll excuse us, we're heading back into the computer room for more research-yeah, that's the ticket...



CLASSIFIED INFORMATION

0428 6211 4842 0680

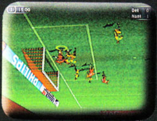
MEMBER IDENTIFICATION #

FIFA 98
ROAD TO THE WORLD CUP

World Cup Codes

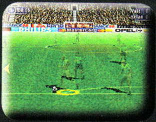
We've had football on the brain for a while, so for a change of pace, we're putting soccer in the spotlight this month. All of the codes below are activated by renaming a player on a specific team. First select the Customize Squad option and then go to the Player Edit screen. Scroll through the various conferences and teams. Once you've found the appropriate team, press Down to highlight the first player's name. Press A to select that player. Once you've changed his name, press Start twice and then B to return to the main menu.

Down Under



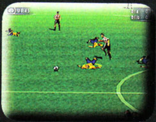
Also known as Australia mode, this code will turn the screen upside-down. On the Player Edit screen, select the Australia team from the Zone 2-OFC Conference and rename the first player NWODEDISPU.

Ghost Players



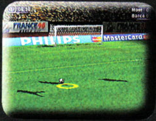
To turn the players transparent, select Slovakia from the Zone 4-UEFA Conference. Rename the first player LASKO. If this (or any) code is entered correctly, the player on screen will jump.

Hot Potato Mode



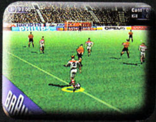
Select R. Ireland from the Zone 4-UEFA Conference and rename the first player SPUD. Now, at random times during a match, all of the players on the team that has the ball will fall down!

Invisible Players



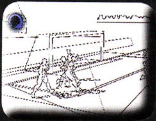
Select SheffieldW from the England Conference and rename the first player WAYNE. This will make all players invisible, leaving only their shadows.

Invisible Walls



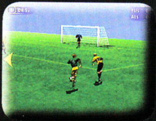
This code will create invisible walls around the field, making it impossible for players or the ball to go out of bounds. On the Wales team (Zone 4-UEFA Conference), rename the first player WARREN.

Pencil and Paper



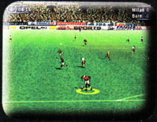
On the Canada squad (Zone 5-CONCACAF Conference), rename the first player MARC. This will turn all the graphics into simple black-and-white outlines.

Open Field



To play in an open field, name the first player of any team CATCH22. As with all these codes, the new name must be in all capital letters.

Tiny Players

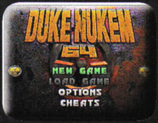


To miniaturize everyone, change the name of the first player on the Vancouver team (USA Conference) to KERRY. And you thought this was the big leagues!

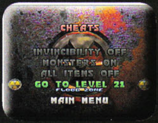
DUKE NUKEM 64

Stage Select

Following up on last month's Duke codes, we have one last cheat that will allow you to start from any stage in the game, as well as enable three hidden Dukematch arenas. On the title screen, press Left, Left, L, L, Right, Right, Left and Left to enable the Cheat menu. Do not access the menu yet. While still on the title screen, press L, L, L, right C, Right, Left, Left and left C. Now access the Cheat menu to turn on the Stage Select option. Be sure to use the Control Pad to enter both codes.


DUKE NUKEM 64
NEW GAME
LOAD GAME
OPTIONS
CHEATS

You must enter both codes before you access the Cheat menu.


CHEATS
INVINCIBILITY OFF
MONSTERS ON
ALL ITEMS OFF
GO TO LEVEL 21
FLOOD ZONE
MAIN MENU

Now you can start your battle against the aliens from any stage in the game.

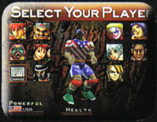
Fighters Destiny

Fighter's Wardrobe

To change the color of your fighter's outfit, highlight your chosen warrior, hold the R Button and press A. This is a minor trick, we admit, but our code hunters are currently working out the secret to turning Robert, Ushi the cow and the Joker into playable characters. Stay tuned!

SELECT YOUR PLAYER
CHANGE
POWERFUL
USA
HEALTH

Enter this simple code on the Fighter Select screen.


SELECT YOUR PLAYER
CHANGE
POWERFUL
USA
HEALTH

My, you're certainly looking stylish todaayy-yay-YEOW!

THE NHL & NHLPA Present

WAYNE GRETZKY'S 3D HOCKEY '98

Hidden Teams and More

The name of this game is "The NHLPA & NHL Present Wayne Gretzky's 3-D Hockey '98," but it's really quite similar to its predecessor in most respects. The graphics and gameplay haven't really changed, and neither have the codes. That's not to say the old codes weren't good, but we were hoping for bigger and better things. Okay, we did find two new tricks, which we have for you below. We're also including a couple of the old codes that work with this updated version of the game. If you come across anything new, though, be sure to drop us a line!

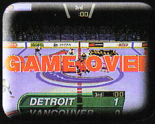
Secret Teams

To enable a secret Northeast conference, go to the Options screen, hold L and press right C, left C, left C, right C, left C, left C, right C, left C and left C. If this is entered correctly, a line of numbers will appear.

SELECT YOUR TEAM
NORTHEAST
Hartford
Minnesota
Quebec
Winnipeg
SAKIC
KAMENSKY
BRADLEY
RENBERG

Quick End

Pause at any time during a one-player game. On the Options screen, hold L and press left C nine times. When you return to the game, it will automatically end with a score of 1-0 against you.

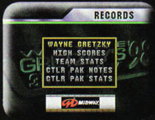

3rd :00
GAME OVER
DETROIT 1
VANCOUVER 0

Fight! Fight!

To make the players even more prone to fighting, go to the Options screen, hold L and press right C, left C, left C, right C, bottom C, top C, top C, bottom C, left C, right C, right C, left C, right C and left C.

Sneaky Ads

If you want to see a prime example of "product placement," press Z repeatedly on any non-gameplay screen, e.g., the Records menu. Various company logos will scroll across the screen.


RECORDS
WAYNE GRETZKY
HIGH SCORES
TEAM STATS
CTLR PAK NOTES
CTLR PAK STATS
MIDWAY

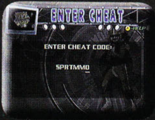
NFL QUARTERBACK CLUB 98

More QB Codes

Just when we were about to close the playbook on QB Club, our tireless code hunters uncovered more buried treasure. We couldn't fit all of the new QB codes in this month's column, so you die-hard football fans will have something to look forward to for next month. We thought that we'd seen the last of this game in Classified Info, at least for a few issues–how silly of us!

Super Team Mode

Type in SPRTMMD on the Enter Cheat screen to enable the Super Team mode. This will max out the abilities of all the players on the field.



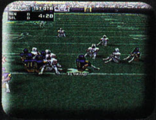
ENTER CHEAT

ENTER CHEAT CODE:

SPRTMMD

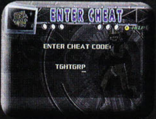
Snow Sleds

In Snow Sled mode, the players will slide around the field on their seats. Type in SNWSLDS on the Enter Cheat screen.



Tight Grip

To put an end to embarrassing turnovers, type in TGHTGRP on the Enter Cheat screen. This will really make things interesting!



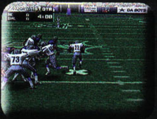
ENTER CHEAT

ENTER CHEAT CODE:

TGHTGRP

Frame-By-Frame

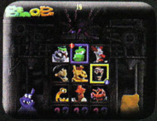
To make the game unfold in super slow motion, type in FRMBYFRM on the Enter cheat screen. Talk about running into overtime!



ClayFighter 63 1/3

Coloring Clay

A lot of you have probably figured out this simple code already, but here it is, just in case. To change a character's color scheme, go to the Character Select screen, highlight the fighter of your choice and press bottom C. Bad Mr. Frosty is the only character that can't be changed.



Press bottom C to scroll through your color choices.

I don't care what you look like-I'm still going to beat you!

Code Hunter Corner

Big Head, Big Crime

We don't know how it happened, but one of our staffers has had a real-life Big Head code pulled on him! "I was just testing some new codes," he told us, "when somebody walked by and said, 'Man, what's with the big head?!'" We gave the victim several large pillows and sent him home to recuperate. So far, a strict regimen of physical therapy and code testing has not relieved his condition. If you know anything about this crime, please contact us here at Classified Info.

This file photo shows what the victim looked like before the Big Head code.

Now he cries himself to sleep every night on his huge pillow! Will you help?

CLASSIFIED INFORMATION

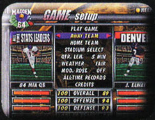
Madden Football 64

More Madden Madness

Basketball games were all the rage just a couple of years ago, and all of them were crammed to the backboards with codes. Now it seems the football franchises have picked up where the b-ball games left off. As with QB Club, we thought we had exhausted all the Madden 64 codes last month, but here are three more for your Sunday afternoon gridiron wars. Will this flood of codes never end?

Stats Leaders

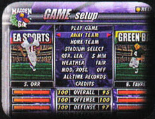
To enable this squad of "All-Time Stats Leaders," enter the Season mode, select Front Office and then Create Player. Enter "STATS MEN" as the player name, save and exit.


MADDEN 64
GAME setup
HELP
ALL TIME STATS LEADERS
DENVE
PLAY GAME
AWAY TEAM
HOME TEAM
STADIUM SELECT
ALL-TIME RECORDS
CREDITS
84 MIA QB
J. ELWAY

QTR. LEN. 5 MIN
WEATHER FAIR
MOD. ROST. OFF
100 OVERALL 89
100 OFFENSE 94
100 DEFENSE 93

EA Team

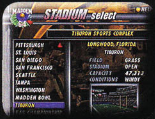
To enable the EA Sports team, create a new player named "ELEC ARTS." Save the player and return to the main menu. Both the EA Sports and Stats Leaders teams will be available in Exhibition mode only.


MADDEN 64
GAME setup
HELP
EA SPORTS
GREEN B
PLAY GAME
AWAY TEAM
HOME TEAM
STADIUM SELECT
ALL-TIME RECORDS
CREDITS
S. ORR
B. FAVRE

QTR. LEN. 5 MIN
WEATHER FAIR
MOD. ROST. OFF
100 OVERALL 95
100 OFFENSE 100
100 DEFENSE 97

Tiburon Stadium

Luckily for you, building a new stadium won't cost you millions of dollars. Create a player named "MAITLAND" to make the Tiburon stadium appear in Exhibition mode.


MADDEN 64
STADIUM select
HELP
TIBURON SPORTS COMPLEX
PITTSBURGH
ST. LOUIS
SAN DIEGO
SAN FRANCISCO
SEATTLE
TAMPA
WASHINGTON
MADDEN BOWL
TIBURON
LONGWOOD, FLORIDA
TIBURON

FIELD GRASS
STADIUM OPEN
CAPACITY 47,313
CONDITIONS WINDY

THE LOST VIKINGS II

Passwords

The Lost Vikings 2 has been quite a sleeper hit among puzzle fans, and in response to your requests, we have some passwords to the higher levels. Fantasy includes levels 8-13, Pirate includes levels 14-19, Jungle includes levels 20-25 and Future includes levels 26-31. Happy puzzling!

Fantasy:
K4RN
BOMB
WZRD
BLKS
TLPT
GYSR

Pirate:
B3SV
R3T0
DRNK
YOVR
OV4L
T1N3

Jungle:
D4RK
H4RD
HRDR
L0ST
0B0Y
HOM3

Future:
SHCK
TNNL
H3LL
4RGH
B4DD
D4DY

THE LOST VIKINGS II
PASSWORD
D 4 D Y

Passwords are set at intervals only, and not after individual levels.

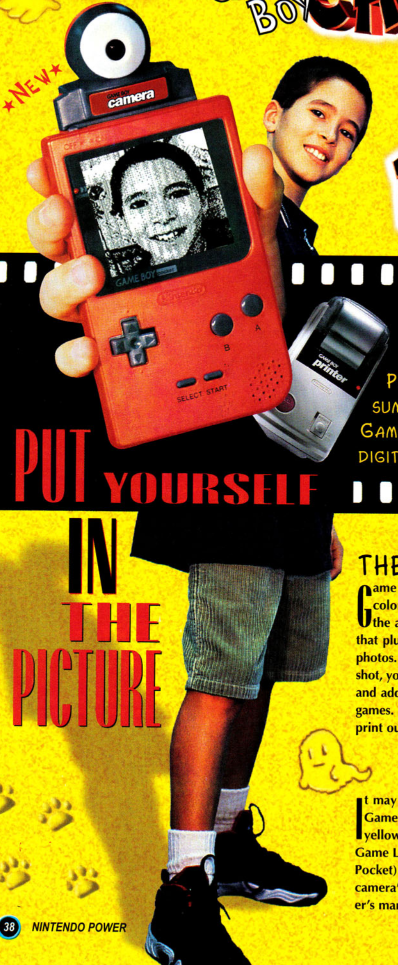
THEN THIS MUST BE THE LAST LEVEL IN THE GAME.

You can't skip straight to the last level, so you'll still have your work cut out for you.

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

PHOTO FUN WITH GAME BOY CAMERA AND GAME BOY PRINTER



PUT YOURSELF IN THE PICTURE

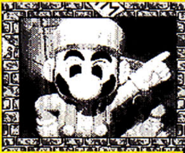
GAME BOY ISN'T JUST FOR PLAYING GAMES ANYMORE. NINTENDO'S NEW GAME BOY CAMERA AND GAME BOY PRINTER ACCESSORIES WILL ARRIVE THIS SUMMER, JUST IN TIME TO TURN YOUR GAME BOY OR GAME BOY POCKET INTO A LOW-COST, EASY-TO-USE, DIGITAL CAMERA AND FUN STUDIO.

THE FUN CAM

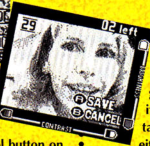
Game Boy's latest look has nothing to do with a new size or casing colors. It's the big round eye of Game Boy Camera that will be grabbing the attention of Game Boy owners. Game Boy Camera is an accessory that plugs into your Game Boy and lets you take black and white, digital photos. And that's just the beginning of the fun. Once you've snapped a shot, you can slap stamp images on it, paint it, frame it, make an animation, and add music and hot spots to it. You can even use the image in built-in games. With a second accessory device, the Game Boy Printer, you can print out your images on stickers and make your own picture album.

NO FOOLING

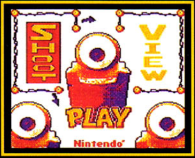
It may sound too cool to be true, but this isn't an April Fools' joke. The Game Boy Camera will ship June 1st in four fun colors—red, green, yellow and blue—while the Game Boy printer will include a Universal Game Link cable (for connecting the printer and Game Boy or Game Boy Pocket) and one roll of paper stickers for printing out your pictures. The camera's manufacturer's suggested retail price is $49.95, while the printer's manufacturer's suggested retail price is $59.95 in the U.S.



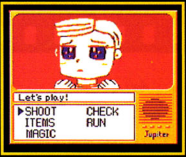
POINT AND SHOOT


29
02 left
A SAVE
B CANCEL
CONTRAST
BRIGHTNESS

Shooting images with the Game Boy Camera is as simple as pointing the swiveling, big-eye lens at something and pushing a control button on your Game Boy. Instead of looking through a viewfinder as in traditional cameras, you'll look at the Game Boy screen to compose your shot. You can even take a picture of yourself because the camera's big eye swivels 180 degrees. All the images are created using the four shades normally used in Game Boy games, so detail can be limited, especially at a distance. There's no flash, either, so you have to shoot where there's a good source of light. Even with these limitations, Game Boy Camera is chock-full of fun. We found that it's great for snapping the faces of friends.


SHOOT
VIEW
PLAY
Nintendo

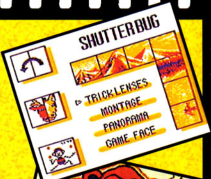
All the menus and options are selected from the Game Boy screen.

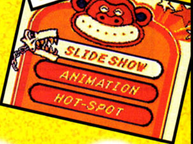

Let's play!
▶SHOOT
CHECK
ITEMS
RUN
MAGIC
Jupiter

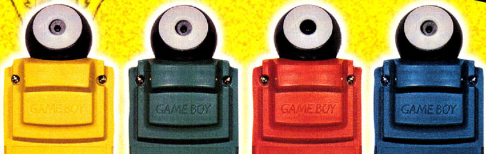
You begin by using the Shoot option to take a picture.

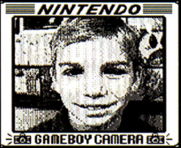
SPECIAL EFFECTS

Some of the shooting options include a self-timer and a time-lapse mode that lets you snap a preset number of shots at intervals of up to an hour. Other options include using trick lenses to split images, zooming the focus, squishing scenes or cropping out parts of the picture. You can also create montage images from several pictures or string up to four images together in a panorama. You can even take four sequenced pictures to create four-frame animations to be used in the built-in games.

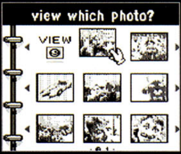

SHUTTERBUG
TRICK LENSES
MONTAGE
PANORAMA
GAME FACE


SLIDE SHOW
ANIMATION
HOT-SPOT

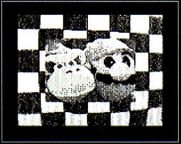

GAME BOY
GAME BOY
GAME BOY
GAME BOY


NINTENDO
GAMEBOY CAMERA

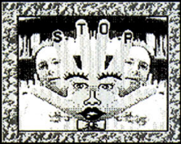
The camera snaps black and white images of more than 16,000 pixels and displays them on the Game Boy screen.


view which photo?
VIEW
9

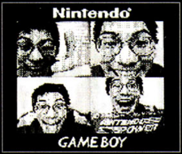
Once a picture is snapped, you can view it immediately. If it isn't what you want, just discard it and shoot again.



You can even place one picture inside another to create fun scenes.



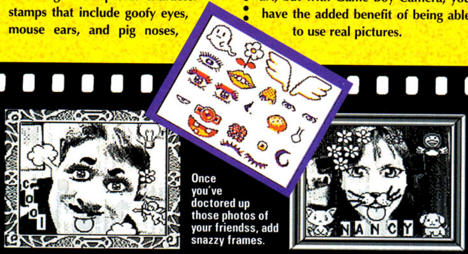
Twins? No, it's just another one of the trick lens options that doubles your fun.


Nintendo
GAME BOY

When one picture just won't do, you can chop up the screen into four frames.

STAMP OF APPROVAL

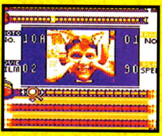
Once you've grabbed an image, the fun has just begun. The editing options of Game Boy Camera let you paint on the picture with virtual pens or add to the image with preset character stamps that include goofy eyes, mouse ears, and pig noses, among other anatomical oddities. You can also use the stamp sets to create words or add cartoon characters or symbols to the picture. You can add one of 18 frames to the image, as well. Anyone who has used Mario Paint for the Super NES will understand how easy and fun it is to make your own art, but with Game Boy Camera, you have the added benefit of being able to use real pictures.



Once you've doctored up those photos of your friendss, add snazzy frames.

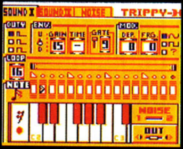
PHOTO PLAYS

The Game Boy Camera program doesn't stop with its capacity for creating photographic fun–you can also put those pictures into a set of games and other cool options. The animation option lets you string together a series of pics to make a simple animation sequence. In the game Space Fever, you'll command a spaceship in a vertical scrolling shooter, and the boss will turn out to be a giant head. Using the DJ option, you can create soundtracks with a music editor and mix them with sound effects with an animated, big head disk jockey of your choosing. The juggling game also makes use of the animated, big-headed character. The game may be simple–you just keep the balls in the air–but it's a kick seeing you or your friends' faces in the game.

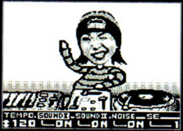


Four-frame animation for the Game Boy Camera games is just the beginning. Using the animation editor, you can string any or all of your 30 shots together to create original animation sequences up to 47 frames long. You'll also find a B-roll of preset pics ready to be used, and you can loop your entire creation endlessly. You set the speed of the animation, the frame order, and the background frame. Any image editing you do with paint or stamps will automatically be included when you use that image as a frame within an animation. The possibilities for creative fun are almost endless. Another interactive way to use Game Boy Camera pics is to give them hot spots. A hot spot is like a trigger that causes a sound to play, a special effect to take place, or an image to change. You can program up to five hot spots on every image.

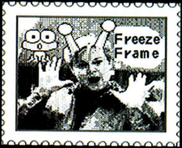
HOORAY FOR HOLLYWOOD



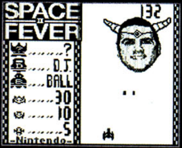
DJ Mode lets you create soundtracks and manipulate them in real time like a DJ.



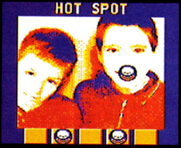
Put on your game face and spin some platters in the Dj mode. You control two tracks and special sound effects.



The stamp sets include letters and numbers so that you can add a message.



What evil villains are lurking in the depths of space? One of the boss heads can be your own.



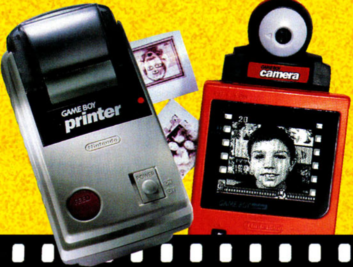
With the Hot Spot editor, you can turn your pics into interactive images.

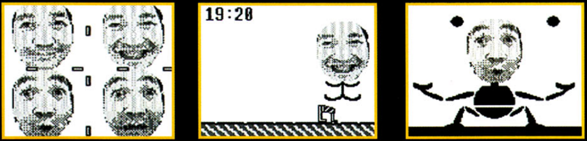
HERE'S LOOKING AT YOU, KID

camera
GAMEBOY CAMERA

PRINT IT

The Game Boy Printer will be sold separately and it's the only way to turn your pictures into hard copy. The Universal Game Link cable that comes with the printer has a split Y end with jacks for both Game Boy Pocket and regular Game Boy. The printer will come with one roll of paper. Images print out at a size of one inch wide and seven-eighths of an inch high. Once you peel off the backing, the paper becomes a sticker suitable for slapping just about anywhere. The Printer is powered by six AA batteries, while the Camera, which runs off the power supply of the Game Boy.





The Game Face animation is created from four masked pictures. Once you select your custom game face for a particular game, it appears in the action. Imagine your friends' surprise when they see themselves juggling!

THAT'S A WRAP

As it turns out, the Game Boy Camera is much more than just a camera. It's a little bit of everything, from a computer art program to personalized games. One thing is for sure—there's nothing else like it. Later this summer when the Game Boy Camera and Printer are released here in North America, we'll have a full review with photographic techniques and tricks, and lots of other fun ideas to help you make the most of these unique accessories. Don't blink. This is one accessory you don't won't to miss.

QUAKE™

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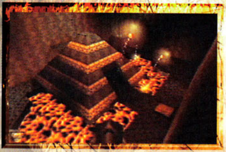
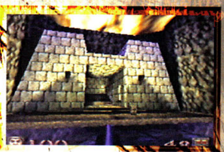
Last month we served up some stellar tips on surviving the first six levels of Quake, and this month we're continuing with full-coverage of the next five! And while we're going to keep mum about Quake's secret levels for just a little bit longer, the shots below show the starting points in two of these special locations. We just hope that your soldier survives long enough to see 'em someday!



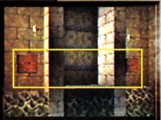


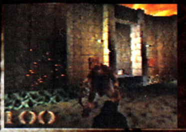
THE OGRE CITADEL

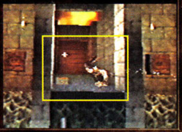
As its name implies, this level is ugly with Ogres. Because their chain saws can be punishing, use sniper techniques whenever possible.

1 Ding-Dong Ditch

At the stage's start, walk over to the far left wall and shoot just one of the switches next to the doorway. The door will open, revealing two foes. If you stay off to the side, the Fiend will just drop down into the ditch, and the Ogre will be defenseless.

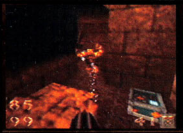


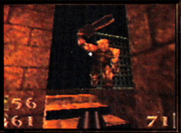




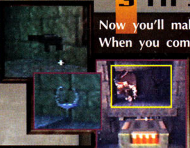
2 Take Steps

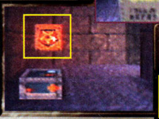
Soon after entering the Citadel, you'll see the Gold Key door off to your right. Head into the series of stairways near the door and fight off the Ogres attacking you from above and below. While their chain saws will be a threat, if you stay in the middle of the steps most of their grenades will bounce either off the wall behind you or off the base of the stairs.



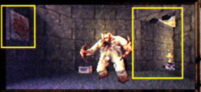


3 In Shambles



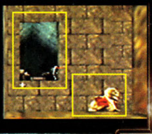


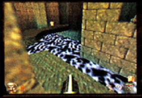
Now you'll make a series of speedy moves. When you come across the Nailgun, grab it and run around the corner to nab a Quad Damage. Quickly handle the enemies in front of you, then jump over the gap ahead. Now hit the switch and rush into the Shambler's pit to the right. Finally, finish the Shambler and pick up the Gold Key.

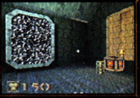


4 Bridge Battle

Now look down the hall for a window on the left. A Knight stands guard on a bridge below it, and there are Ogres in a room on the other side of the water. After beating them, drop from the window and take the bridge to some great bonuses.

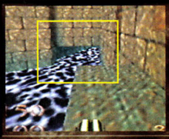


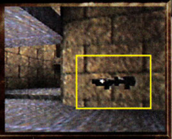




5 Gain Grenades

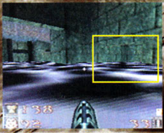
After avoiding the Slipgate, which just takes you back to the other side of the bridge, jump out of the Ogre-room window, look to your left, then wade through the partially-submerged doorway. Collect the unguarded Grenade Launcher, but instead of heading into the long hall, just turn around and go back out into the waterway.

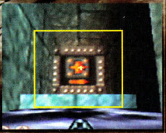




6 Re-Moat Bonus

Nabbing this Megahealth bonus requires that you go a little bit out of your way, but it's worth it. From the secret Grenade Launcher, wade past the bridge and keep following the canal until you discover another partially-submerged entrance in the wall on the right. Now grab the Megahealth and backtrack to the Gold Key door.





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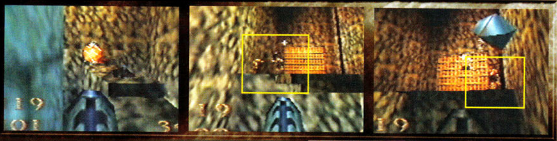
7 Slippery Slope

Don't let yourself be knocked off the narrow walkway that snakes its way up to the exit or you'll end up battling a Fiend in the water below. To avoid getting wet, use grenades to waste any Zombies at the start of the slope, firing from the relative safety of the doorway. Next, go through the door and immediately turn to the left, using more grenades to best any remaining Zombies. Once you've destroyed them all, run all the way to right wall and defeat the Ogre guarding the exit door.

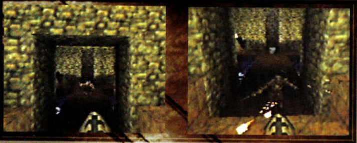


THE CRYPT OF DECAY

To survive this and the following levels, use sneaky techniques like sniping, banking grenade shots, and allowing your foes to destroy themselves.

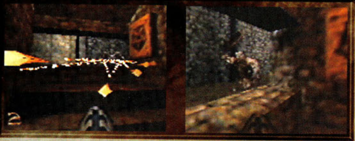
1 First Strike

You'll begin this stage in a small room with a Nailgun floating just a few feet away. Grab the weapon but then switch to your Grenade Launcher before moving any farther. Next, hop onto the platform to be lifted up a floor. As soon as you emerge into the new area, fire off a series of grenades to destroy the Ogre and the Knight pacing down the path.



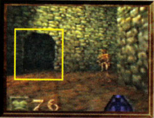
2 A Top Slot

The area that the Knight and Ogre were guarding is a T-shaped bridge. Walk cautiously down the right side of the T until you locate a switch that extends a bridge to your left. Cross the bridge to reach another switch. Hit it, then use the slot to help you wipe out the Ogre and Knight on the other side of the wall. When they're finished, you'll need to backtrack a bit.



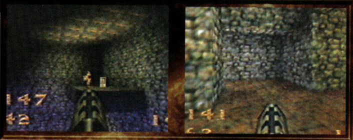
3 Bank on It!

Back at the first switch, you'll see a new doorway in one of the walls. There's armor inside, but there are also lots of Zombies around. Use bank shots to clobber any foes hiding behind the corner.



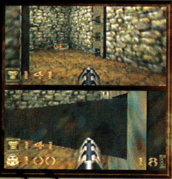
4 Rocket Roundup

Back on the T-shaped bridge, go down the left path until you're standing on yet another bridge. Pepper the Knight with your Nailgun, then grenade the Zombies on the ledge to the left. Once they're gone, a door that leads around to the ledge will open, revealing a box of rockets.



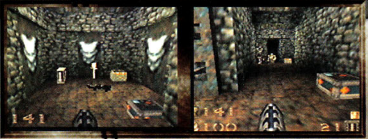
5 Door Jam

Instead of running right through this booby-trapped doorway, walk slowly toward it, staying as close as you can to the right wall. When the spikes spring out, sidestep to a more centered position and then quickly rush through when the spikes retract.



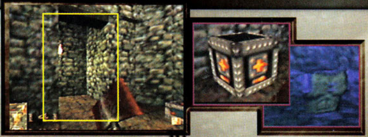
6 Backfiring

Once you're past the spiked portal, you'll see the Gold Key surrounded by a Grenade Launcher and several other goodies. But don't be too quick and greedy: grabbing the Key will unleash two Knights who are hiding behind false walls. Run and nab the key but then back up fast while releasing a flurry of grenades.



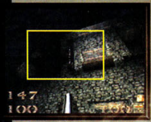
7 Pool Puzzle

Just to the right of the Gold Key is an alcove that has a torch hanging on the wall. Shoot the wall to gain access to secret area where there's a Megahealth and a pool of water containing armor. If you search the pool carefully, you'll also locate a gateway that appears to be locked. Read on to find out how to open it.



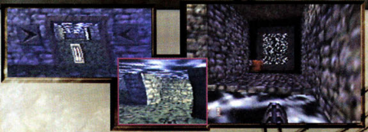
8 Hold Up!

On your way back with the key, stop at the door that leads out to the bridges with the central tower. Look up at the tower and take out the Knight. Next, run to the tower, turn around, and shoot at the Ogre that's hiding in the shadows.



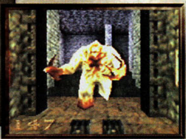
9 Secret Supplies

Before you go and open the Gold Key door, jump off the stone bridge and nab the rockets and the red armor near its base. If you can't figure out where the armor is, go to the ledge where the Zombies were and look down at the water near the bridge.



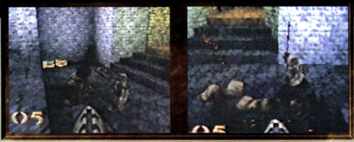
10 Ready to Run?

Before you open the Gold Key door, be sure you have a Nailgun in your hands. A Shambler will rush out at you as soon as the door opens, so be prepared to shoot and run away at the same time.



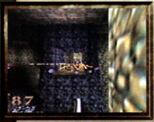
11 Half the Battle

When you get past the Gold Key door, you'll come across an Ogre and a Knight in a shallow pit. Before you fire a shot, hang back and watch what happens. They'll get riled by the fact that you're out of reach, and they'll start taking their frustrations out on each other. When they're done fighting, just finish off the winner. (We give the Knight 3-1 odds.)



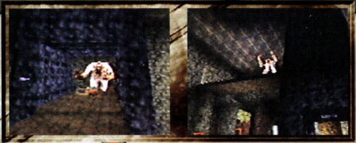
12 To the Point

Run down the hall with the nail shooters until you see a switch on the left and a gap ahead. Don't hit the switch; just stand close to one of the walls and fire a grenade across the gap. When enemies show up, they'll get nailed!



13 Take a Dive

When no more foes are coming to the gap, hit the switch and cross over the bridge to the other side. Go forward and make a left turn to get the attention of a Shambler. Quickly run back the way you came, fall off the bridge, and shoot up at the Shambler from the water. He'll still be able to zap you, but at least you won't get clawed!



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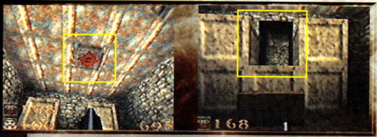
14 Mystery Switch

Once you KO the Shambler, go back to the room from whence he came and shoot the switch on the ceiling. A step will appear, allowing you enter the level's last secret area. Move fast, because the step will retract after a little while. Collect the Megahealth inside and take notice of the glowing switch on the wall.

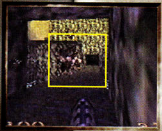


THE WIZARD'S MANSE

Did you order a load of Ogres with a side of Scrag-&-Fiends? Too bad, soldier, because that's what is being served in the Wizard's Manse!

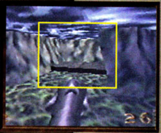
1 Starting Ogre

You'll face many Ogres in the Manse, beginning with a trio on a bridge. One way to handle them is to grenade the lower Ogres and then run to the lift on the far end of the bridge to get to the last Ogre's level. (A better option is described below.)



2 The Water Way

To take less damage, jump off the left side of the bridge, swim around to the far side of the big column, and take the secret lift back up to the bridge. Nail the two Ogres when they walk by, and deal with the last one in the way described above.



3 Total Ogrekill

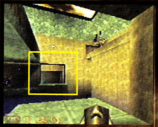
After you get past the third Ogre and a Fiend, you'll find yourself at a fork in the road. Head right first, and use your Rocket Launcher to rip into all the Ogres in the room—and don't forget the ones on the bridges above! Now run around to the left side of the room, hit the switch, and destroy the Ogre who may appear to your right. Next, run back around to left side and take the new bridge to yet another Ogre-filled area.

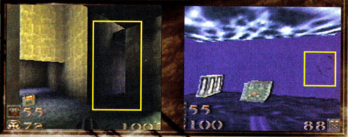
4 Third Wave

This wave of Ogres will present you with one of the largest battles in the level. Climb the steps until the Ogres reveal themselves and then quickly backtrack to the bridge. Use your Nailgun on the Ogres as they appear one by one, going back to the steps if you need to regain their attention. Once they're gone, go fight the Fiend behind the column in the right corner. Hit the switch and defeat another Fiend.

5 Pick Your Path

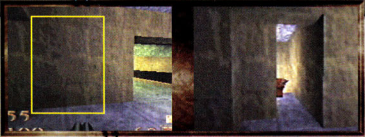
This area has a little bit of everything: bridges, balconies, Ogres, and a large body of water. While you can work your way around the pool and then dive into the canal that you'll see to your right, you can simply jump into the pool and swim over to the same place. Either way, you'll find some goodies underwater, but make sure you save the Quad Damage for a little later.





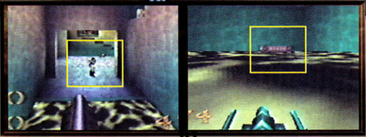
6 What's Where!?!

One of this level's most useful secret areas is also one of the hardest to find. In fact, it's one best hidden areas in the entire game! After you exit the canal and climb the stairs, shoot the wall on the left. Collect the armor and drop down a level to find a Quad Damage. Grab it, jump into the canal, and go destroy any Ogres that are still standing.



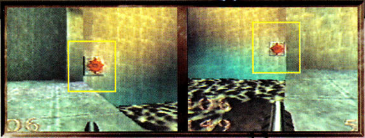
7 Biosuit Below

You'll need the Biosuit on the other side of this toxic pool, but don't jump down until you've bested the two Fiends hiding under the lip of the ledge. (Fire grenades at the edge of the pool so that they bounce back and blast 'em.) And as long as you're up here, shoot the Ogre whose feet you can just see off in the distance. Next, jump down to nab the Biosuit and the Thunderbolt, but remember that you shouldn't use the Thunderbolt when you're in the water. Turn around and grab the Megahealth.



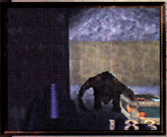
8 Switch Cycle

In the room with the big toxic pool, shoot the switch positioned on the left and wait until a platform appears. Hop on the moving platform and turn to the right. Shoot another switch up ahead to make another platform appear. Hop to it and either swim into a submerged door below (nails lie beyond) or walk across the platform and climb up the stairway.



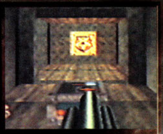
9 A Few Fiends

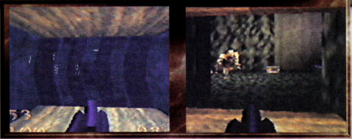
The path that leads away from the toxic-pool room will cross over bridges and wind around corners. You'll need to use caution when you reach a darkened curve in the road—there's usually a Fiend lurking just beyond the bend.



10 Last Gasp

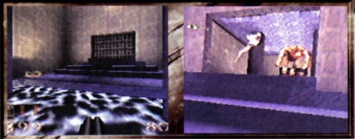
When you come to the button shown below, you'll be very close to the end of the level. But before you hit the switch, make sure that you have plenty of health. Bump the button, turn to the right, and get ready for a ride. While you struggle for air, you'll be carried underwater in a cage, surfacing only at the very last second. If you've turned to the right, you'll be facing an Ogre when you get out of the water.





11 Over and Out

You'll soon be back in the canal where we advised you to leave the Quad Damage for later. Pick it up and quickly wade over to the big door on the left. Back up when the door opens and use your newly-found power to fight off the Scrags and Fiends that confront you. When you defeat them, collect all the health and ammo crates and coolly walk out the exit.

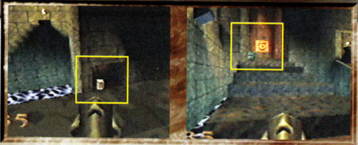


THE DISMAL OUBLIETTE

This is the first of many levels where you'll confront vicious Vors, spidery beings with a knack for firing homing missiles. Close encounters with these creepies are definitely not recommended.

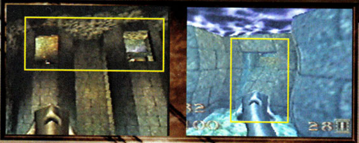
1 Vor Welcome!

When you first have to pick between a left and right path, head right, shoot the Knight, and sidle up to the switch. Carefully climb up on the railing, look down, and greet the Vor in the doorway with rockets. Destroy the Ogre, who is also below, hit the switch, then jump down to another button.



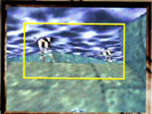
2 Long-Ranger

The last switch you hit opened a room with two high windows and a pool of water. Without entering that room, use the long-range Rocket Launcher to blast any enemies in the windows. Jump in the pool, grenade the Zombies, and look for an underwater passage in the center of the far wall.



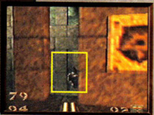
3 Get a Leg Up

Remain submerged when you enter the doorway and look for the Zombies' legs at the top of the ramp. Now just rocket or grenade their grisly gams while staying safely below the surface of the water.



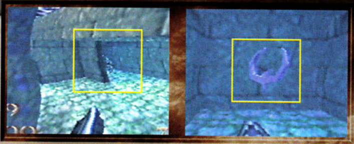
4 Tower of Power

Once you've unseated the Zombies, leap up the tower to the left and take out the Knight when you reach the top. Next, hit the button and look between the stone bars for sniping opportunities.



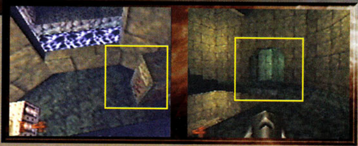
5 Bogus Bonus?

Over in the other tower, you'll come across a pool of water. Turn around and jump in backwards. You should see a large doorway that's protected by a couple of Zombies. Blast 'em and enter the doorway to collect a Quad Damage. If you did a good job of sniping, though, it won't be of much use.



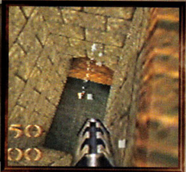
6 Bridge Switch

Make your way up the tower and locate the stone post sitting just below a ledge. Hop on top of the post (it moves the bridge near the starting point), and shoot the Ogre who's roaming just outside this area. Finally, blast the Knight behind the door shown below and run back to the central bridge.



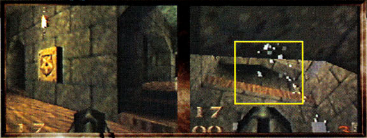
7 Shake Down

Don't rush aboard the lift that lies just beyond the main bridge. Instead, look down at the floor and creep forward until your weapon crosses the elevator's edge. When it descends, send grenades down to the lower level.



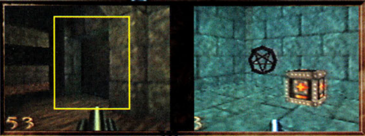
8 Switch & Bait

Search the lower level until you find a switch. Press it and go around to the new elevator it activates. Before you step on board, look up into the shaft and shoot a couple of grenades at the Ogre. If that doesn't finish him off, he'll come down on the lift to confront you.



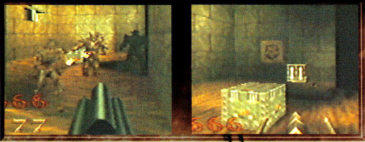
9 Potent Points

On the second floor you'll see an Ogre pacing behind a bar. To the right of the bar is a false wall that leads down to a Megahealth and a Pentagram of Protection. Grab them, get on the lift, and jump the small gap to get back into the hallway. Run straight ahead into a room full of Zombies and Knights.



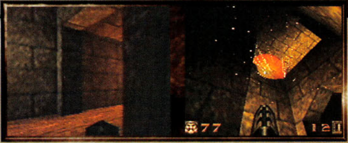
10 Nighty-Knights

Usually the Zombies and Knights in this room would slice you up in seconds. But thanks to the Pentagram, you'll be invincible! First, put the Knights to rest with your Nailgun, then use grenades to blast all the Zombies. Now hit the switch and go back to where the Ogre was behind the barrier.



11 More Vors

Beat the Ogre and notice the red room nearby. Destroy the Vor inside using bank shots. Hit the switch in the room and go back toward the elevator until it's just a few yards away, then look up until you see an L-shaped balcony. Defeat the Vor on the balcony using grenades, then take the lift up, best the Knights, and nab the Gold Key.

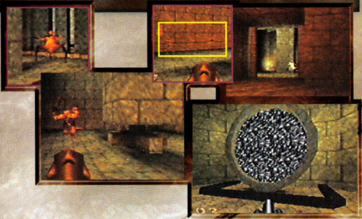


12 Nab It Now!

After you've pressed the button behind the Gold Key doors, head back to the central bridge. If you haven't already collected the armor that's underwater in this area, it will be waiting for you on the bridge.

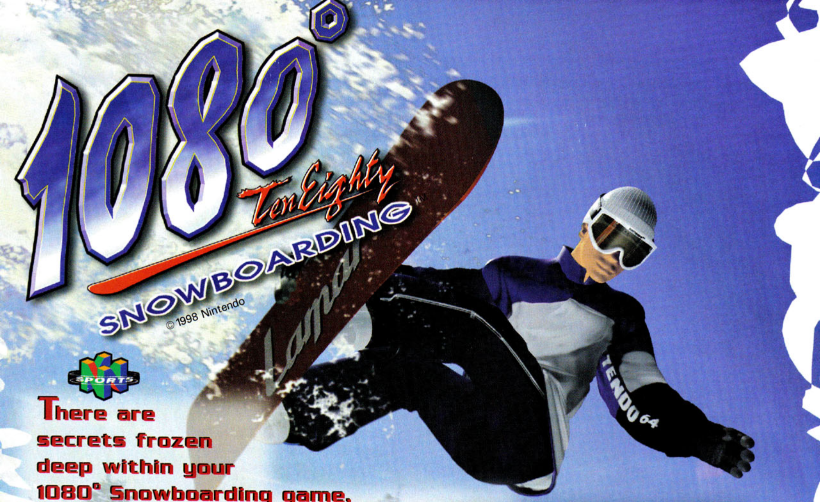
13 Final Floor

The last area before the exit is a big room with a Zombie nailed up on one of its walls. When you approach this dismal figure, the floor will begin to descend, and you'll face some major foes in quick succession. You'll fight a Vor, an Ogre, a band of Zombies, and two more Vors before you finally reach the Rune.



START QUAKING

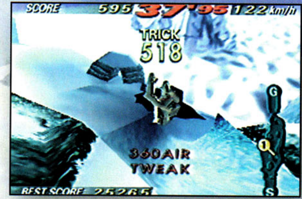
Tough luck, soldier, but as battles go, so far you've just been paddling around in the kiddie pool. There are still over 10 levels to conquer, and any soldier who can make it through them all deserves a lot more than a medal. We're talking massive, monster-filled levels, the kind you've probably only imagined in your nightmares! Are up to the challenge?


Lamar
NINTENDO 64

1080° TenEighty SNOWBOARDING

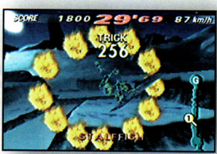
© 1998 Nintendo

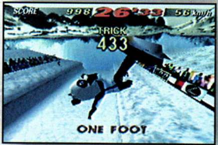
There are secrets frozen deep within your 1080° Snowboarding game, but finding them may take all summer. Luckily for you, this month we're giving up the goods in a special exposé. Now you'll learn how to earn the game's hidden features–but it's strictly for the best double-diamond riders on the mountain.


SCORE 595 37'95 122 km/h
TRICK 518
360 AIR TWEAK
BEST SCORE: 25265
G
S

◆EXPERTS ONLY◆

Finishing 1080° Snowboarding's Match Race on Expert level isn't the end of the game–if you want to race or pull off gravity-defying stunts with the game's hidden characters, it's just the beginning. This month we'll teach you how to find the best secrets on the slopes and give you the tips you need to score top times and scores on the Dragon Cave and Deadly Fall. Can you find this info in other gaming mags? Maybe–if you wait around until June.


SCORE 1800 29'69 87 km/h
TRICK 256
STALEFISH
G


SCORE 998 26'33 56 km/h
TRICK 433
ONE FOOT

SECRET MOVES & CHARACTERS

Before you read on and learn 1080° Snowboarding's best secrets, it's important to note that none of these codes and tricks will work unless you complete certain tasks in the game. Almost nothing will happen unless you finish Match Race on Expert level. You should also wipe out all of the EAD scores in the game's Time Attack, Trick Attack and Contest modes. Finally, to earn the Penguin Board, you'll have to complete the tricks on Training's Trick List. You can free ride in 1080°, but there are no free rides–you'll have to work for the coolest stuff.

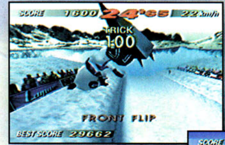
THE FIVE NEW PANDA MOVES

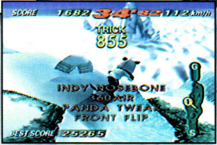
FRONT FLIP	R+⬆
BACK FLIP	R+⬇
PANDA TWEAK FRONT	R+↺+R+⬅
PANDA TWEAK BACK	R+↻+R+➡
ONE FOOT	⬇+B

If you flip through the Trick List in Training Mode, you'll see five moves beneath 1080° Air at the bottom of the list. These are special moves for expert players who can access the Panda Man character in the game. Panda's outstanding balance and power make him the stunt master in the game–well, you're the true stunt master, but you have to prove it by using Panda Man. To learn how to select the Panda Man and the game's other hidden characters, follow the instructions below.

PANDA MAN

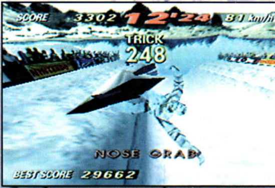
While Panda Man is much slower than most of the characters in the game, he's the best at pulling off the super-high scores when doing stunts in Trick Attack and Contest modes. To select the Panda Man, press the right C Button and then the A Button when you select Rob Haywood.


SCORE 1600 24'65 22 km/h
TRICK 100
FRONT FLIP
BEST SCORE 29662


SCORE 1682 34'82 112 km/h
TRICK 855
INDY NOSEBONE
360 AIR
PANDA TWEAK
FRONT FLIP
BEST SCORE 25265
G
S

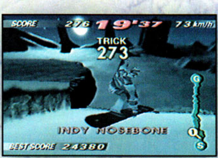
Panda Man isn't fast, but his easy-to-learn tricks and incredible jumping skills make him the favorite for scoring the high stunt scores in Contest and Trick Attack modes.

PENGUIN BOARD


SCORE 3302 12'24 81 km/h
TRICK 248
NOSE GRAB
BEST SCORE 29662

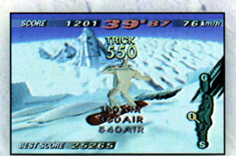
To earn the Penguin Board, you'll have to execute all the moves on Training Mode's Trick List. This is difficult unless you use Ricky Winterborn or Panda Man. After you've done all the tricks, press the bottom C Button and the A Button when you choose any character's default snowboard.

ICE MAN


SCORE 276 19'37 73 km/h
TRICK 273
INDY NOSEBONE
BEST SCORE 24380
G
S

You'll earn the Ice Man when you win Match mode on Expert Level and beat all of the EAD scores in Trick Attack and Time Attack modes. To select him, press the left C Button and then the A Button when you choose Akari Hayami.

GOLD ICE MAN

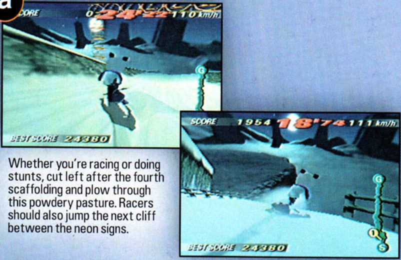

SCORE 1201 39'87 76 km/h
TRICK 550
180 AIR
360 AIR
540 AIR
BEST SCORE 25265
G
S

You'll earn the Gold Ice Man–the best racer in the game–when you win Match mode on Expert Level while using the Ice Man. To use this heavy metal shredder, press the top C Button and then the A Button when you choose Kensuke Kimachi.

DRAGON CAVE

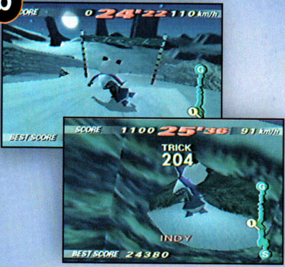
The slick sheen of ice-coated slopes reflects the cold, starry night in the Dragon Cave, the second-to-the-last course in the game. This complicated course is a challenge for both stunt riders and racers. Your wild night ride starts steep but flattens out as you slide through a confusing maze of narrow, twisting canyons at the halfway point. You'll find that the course begins to tighten and steepen again as you get closer to the finish line.

a


SCORE 0 24'22 110 km/h
BEST SCORE 24380
SCORE 1954 18'74 111 km/h
BEST SCORE 24380
G
S

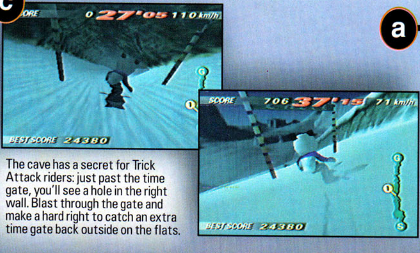
Whether you're racing or doing stunts, cut left after the fourth scaffolding and plow through this powdery pasture. Racers should also jump the next cliff between the neon signs.

b

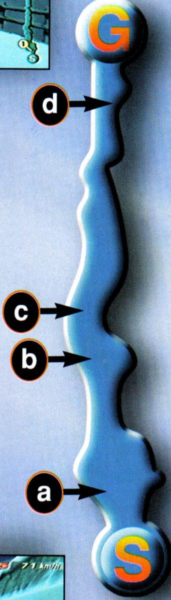

SCORE 0 24'22 110 km/h
BEST SCORE
SCORE 1100 25'36 91 km/h
TRICK
204
INDY
BEST SCORE 24380
G
S

Trick Attackers should keep to the left as the trails begin to divide in the twisting canyons near the middle of the course. Following this trail will lead you to the cave.

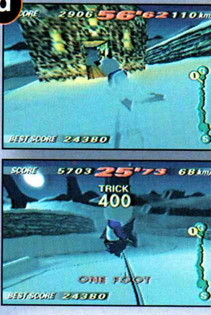
c


SCORE 0 27'05 110 km/h
BEST SCORE 24380
SCORE 706 37'15 71 km/h
BEST SCORE 24380
G
S

The cave has a secret for Trick Attack riders: just past the time gate, you'll see a hole in the right wall. Blast through the gate and make a hard right to catch an extra time gate back outside on the flats.



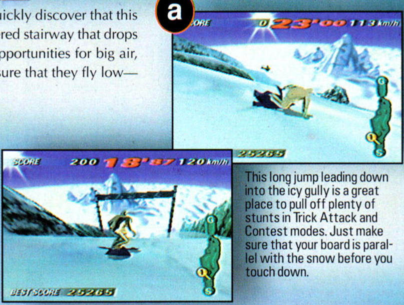
d


SCORE 2906 56'62 110 km
BEST SCORE 24380
SCORE 5703 25'73 68 km/
TRICK
400
ONE FOOT
BEST SCORE 24380

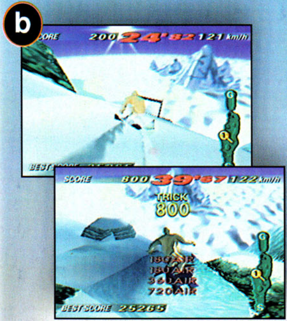
Two turns before the end of the course, you'll see a cabin and an open door. Carefully steer toward the warm lights inside the chalet hallway, skid across the hardwood floors, then slide down the railing to the final jump and the finish line.

DEADLY FALL

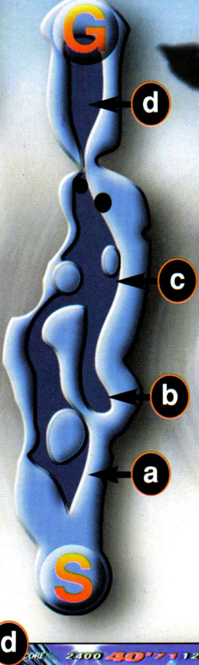
If you follow the fall line on this final course, you'll quickly discover that this mountain is nothing more than an oversized, ice-covered stairway that drops from the heavens. Thrill-seekers will find countless opportunities for big air, but racers taking aim at fast times will want to make sure that they fly low—and keep their balance when they hit the ice.

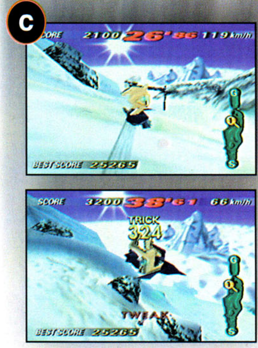

a
ORE 0 23'00 113 km/h
25265
SCORE 200 18'87 120 km/h
BEST SCORE 25265

This long jump leading down into the icy gully is a great place to pull off plenty of stunts in Trick Attack and Contest modes. Just make sure that your board is parallel with the snow before you touch down.

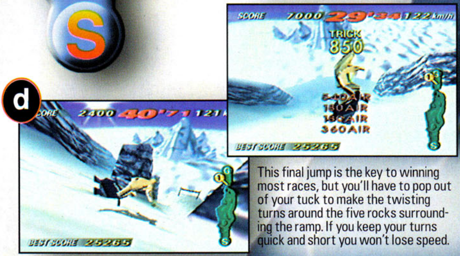

b
CORE 200 24'82 121 km/h
SCORE 800 39'67 122 km/h
TRICK 800
180 AIR
180 AIR
360 AIR
720 AIR
BEST SCORE 25265

The boulders at the bottom of this jump are tough to avoid, no matter which mode you're playing. To avoid the rocks, launch yourself as close as possible to the wall on the right side of the jump.




c
CORE 2100 26'86 119 km/h
BEST SCORE 25265
SCORE 3200 38'61 66 km/h
TRICK 324
TWEAK
BEST SCORE 25265

If you're looking for high trick scores, cut right around the rock at the start. If you're racing, cut left and launch off the ramp that will fling you up onto ledge leading to the ice bridge.


d
SCORE 7000 29'34 122 km/h
TRICK 850
540 AIR
180 AIR
180 AIR
360 AIR
BEST SCORE 25265
CORE 2400 40'71 121
BEST SCORE 25265

This final jump is the key to winning most races, but you'll have to pop out of your tuck to make the twisting turns around the five rocks surrounding the ramp. If you keep your turns quick and short you won't lose speed.

IGGY'S™
reckin' balls
COMING SOON
TO YOUR N64
FROM ACCLAIM
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PLATINUM PLAYS

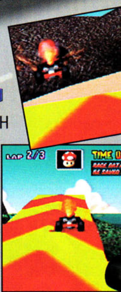
Seven games. Over seven million sold. Now these platinum plays are being rereleased under the Player's Choice label. If you missed out before, here's your chance to grab these red hot games at red hot prices!

We've put together a few special tips for each game and a list of past issues and/or Player's Guides that featured it. Leading off this race of champs is Mario Kart 64.

VOL. 93

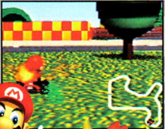
MARIO KART 64 STRATEGY GUIDE

TICKET TO RIDE



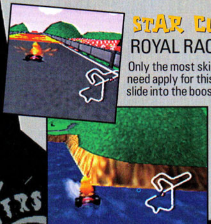
MUSHROOM CUP
KOOPA TROOPA BEACH

If you think the Mushroom Cup series is a breeze, wait until you hit the tropical terrors of Koopa Troopa Beach! To shave the most time off your lap, go under the arch and boost off the long ramp into the tunnel. Boost off the second long ramp to leap over a huge boulder blocking the track.



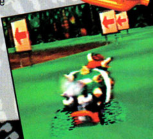
FLOWER CUP
MARIO RACEWAY

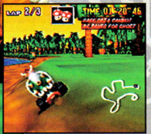
About two-thirds of the way through this winding course, you'll come to the end of a brick wall on your right. As you swing around the wall, use any speed-boosting item to cut across the grass and sand ahead of you. Aim for a spot just to the right of the checkered wall. If you cut through the S-curve just right, you'll end up back on the track just before the final tunnel.



STAR CUP
ROYAL RACEWAY

Only the most skilled—or foolhardy—drivers need apply for this daredevil stunt. Powerslide into the booster arrow at the top of the monster jump, steering to the left as you take off. If you hit the opposite shore, Lakitu will place you on the S-curve near the finish line.

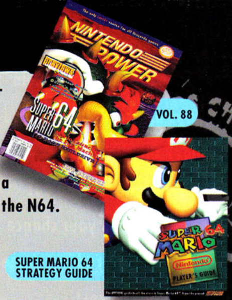




SPECIAL CUP
D.K.'S JUNGLE PARKWAY

As you make the monster jump over the river, steer a bit to the left and aim for the Item Boxes on the opposite shore. When you land, turn left and follow the track. Just past the Item Boxes, turn to the right, off the track, and use a speed-boosting item to cut across the grass.

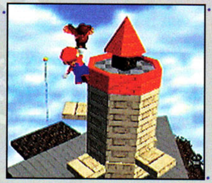
Super Mario 64 reached platinum status in record time, selling over one million copies within days of its release. It turned out to be just the first in a string of certified blockbusters for the N64.


VOL. 88

SUPER MARIO 64 STRATEGY GUIDE

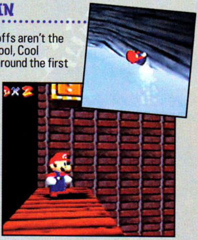
MARIO MANIA

WHOMP'S FORTRESS



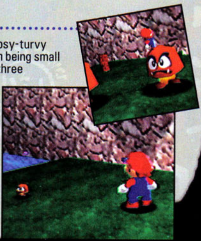
In case you were wondering, there are three ways to reach the islands floating above Whomp's Fortress. You can wake up the friendly Owl and grab onto it as it takes off, shoot yourself out of the cannon or Jump Kick the board next to the Tower to create a platform.

COOL, COOL MOUNTAIN



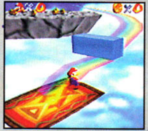
Slick turns and horrendous drop-offs aren't the only surprises you'll find on the Cool, Cool Mountain ice slide. As you come around the first wide turn to the left, you'll see a line of coins leading into the wall to your right. Follow them to slip through the wall and into a secret passage. Leap off the ledge at the end of the slide to reach a brick platform and a power-up.

TINY-HUGE ISLAND



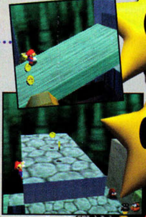
To obtain all the Stars on this topsy-turvy island, you'll have to switch from being small to being big and back again. The three Shrinker Pipes will change your size but won't actually transport you anywhere. Going through them, though, will reset some events, like your race with Koopa the Quick. The Wall Kick (jump towards a wall and then jump again) will be handy in Wiggler's room.

RAINBOW RIDE



To get the Blue Star, first ride the carpet to the spinning islands. Jump along the islands to the concrete maze and get the eight Red Coins. Turn the camera to see the maze from the side and use the Wall Jump when needed. Pause your game to see the coins' positions.

BOWSER IN THE DARK WORLD



There are two Red Coins that are often missed. The first is behind a concrete block with yellow platforms moving in and out of it. Jump onto the block and turn your camera to see the coin. The second is above the first teeter-totter. Stand on the second teeter-totter near the Purple Exclamation Switch. As the platform tips, run and jump onto the overhang above. Go left to find the coin.

BOWSER

You'll meet Bowser, the self-proclaimed Master of Bwahaha, several times. Run around behind him and grab him by the tail, then use the Control Stick to twirl him around. Push B to toss him into a spiked bomb. At times, he may breathe fire, snort ice and create shockwaves with his stomping feet.

Cruis'n USA
Players Choice
Million Seller

NINTENDO 64 PLAYER'S CHOICE

Another first-generation N64 game to cruise to the million mark was none other than Cruis'n USA. If it's high-speed thrills you're looking for, give it a drive. A million players can't be wrong!

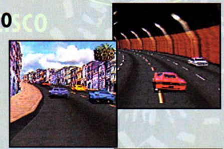
Nintendo Power
Shadows of the Empire
Mario Kart 64

VOL. 92

ROAD TO VICTORY

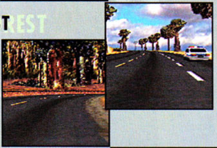
SAN FRANCISCO

You must get a good start in the City by the Bay, since you won't have much luck passing on the tight city streets. Things open up in the tunnel. Stay inside for a faster time.



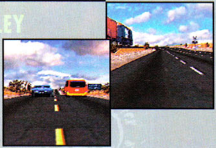
REDWOOD FOREST

Use the code below to get the green sport utility on this track. Otherwise, you may want to use a manual transmission and stick to a lower gear to keep from wiping out in the tight turns.



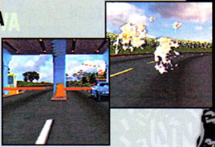
DEATH VALLEY

There are lots of blind corners and hills, so watch your radar. The sport utility can drive on the sand on the edge of the track without losing much speed. You must beat the train to win.



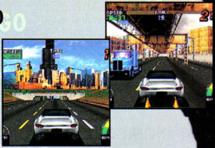
IOWA

If you use the in-car view, your windshield will be spattered with bugs and bird guano, so use a different view. Crowd other cars into the toll booths and stray cows on the track.



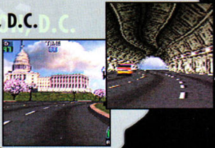
CHICAGO

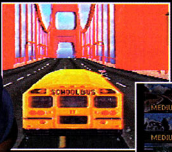
Try to be in first place before you enter the tunnel. You can then concentrate more on oncoming traffic and less on your opponents. In the next section, stick to the inside lanes.

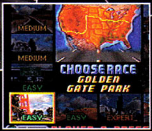


WASHINGTON, D.C.

You'll find lots of tight, banking turns here. Start on the inside and cut across a turn as it begins to go the other way. You must be in first by the tunnel or you probably won't win.







CODES, CARS & COURSES

To make extra courses appear on the Course Select screen, hold L and press either top C and right C, right C and bottom C or left C and bottom C. On the Car Select screen, hold left C, bottom C and top C, and then scroll through the different cars to find new cars: a green sport utility, a school bus and a police cruiser.

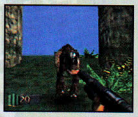
PLAYERS CHOICE MILLION SELLER
TUROK
DINOSAUR HUNTER
Acclaim

Here are a few quick tips and a suggested weapon for each level of Turok: Dinosaur Hunter. Though Turok will be available as a Player's Choice title in the U.S., it will not be included in the program in Canada.

NINTENDO POWER
TUROK
Survival Tactics
VOL. 94

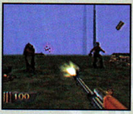
DINO HUNT

THE HUB / SHOTGUN



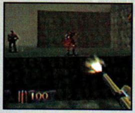
The Semi-Auto Pistol looks juicy, but the Shotgun is even tastier for taking out raptors. All areas in this level can be accessed from the teleporters at the Hub Ruins.

THE JUNGLE / ASSAULT RIFLE



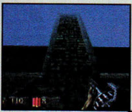
For a "jungle," there's little cover, so watch your radar. In the canyon, look for two pools on the right. Walk to the edge of the path to find a hidden platform. Follow it to a Health icon.

THE ANCIENT CITY / AUTO SHOTGUN



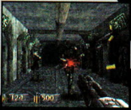
It's a toss-up between the Auto Shotgun and Mini gun here. Watch for blind corners in the buildings. At the start, climb the stairs and make a running jump to get the Ultra Health.

THE RUINS / GRENADE LAUNCHER



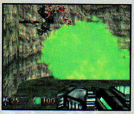
The Grenade Launcher can help pick off the snipers here. To get the launcher at the top of the pillar, climb to the top of the pyramid and jump to the right to an invisible path.

THE CATACOMBS / MINIGUN



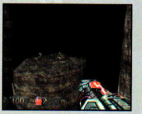
The Minigun's speed and wide field of fire are essential here. Try not to fall into the pit when you defeat the High Priest. If you do, start over from your last save point.

THE TREETOP VILLAGE / ALIEN GUN



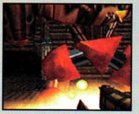
To find the Alien Gun, face the first Save Point, turn around and follow the left wall. If you're stuck at the first Save Point, swim under the roots of the huge tree nearby.

THE LOST LAND / ACCELERATOR



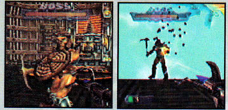
Hold the Z Button to charge the Particle Accelerator to full power. Release it to fire. While there are two Chronoscepter pieces here, you need only one. Grab one and go!

FINAL CONFRONTATION / MINIGUN



You must defeat the T-Rex to obtain the final piece of the Chronoscepter. If the elevators get stuck, just go back a few screens to make them reset, then return.

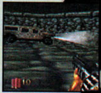
CAMPAIGNER



No tricks will work here. Charge up the Chronoscepter, aim carefully and fire. The Chronoscepter has three shots only, so make them count. The Mini Gun also works well here.

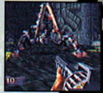
BOSSES

HUMMER



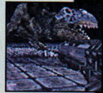
If you have Tek Arrows and explosive Shotgun shells, use them against the Hummers in the Ancient City. Stay behind the Hummers whenever possible. If they flash, they're taking damage.

MANTIS



Use your best weapon. After a few hits, Mantis will knock down the walls. Now run around the edge of the area, keeping Mantis directly in front of you. Pause, shoot and run again.

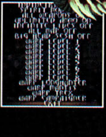
T-REX



Duck into the holes around the room for cover. When you can, shoot the T-Rex with your best weapons. When it breathes fire, run away until it stops. Repeat until it's defeated.

BIG SHOT

A big shot needs a Big Cheat, and here it is: enter NTHGTHDGDCRTDTRK as your password on the Enter Cheat screen. Now access the Cheat menu to turn various options on and off.



STARFOX 64
PLAYERS CHOICE
MILLION SELLER

Last spring, the gaming world was all shook up by a double whammy: the debut of the Rumble Pak accessory and the reintroduction of Fox McCloud into the pantheon of Nintendo stars.

NINTENDO POWER
STAR FOX 64
STARFOX 64
Nintendo

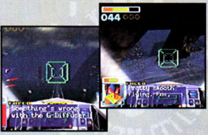
VOL. 98

SUPER MARIO 64 STRATEGY GUIDE

INTERSTELLAR INTRIGUE

CORNERIA

To protect the Cornerian capital city, you must also protect Falco from enemy fighters. If he escapes, and you then fly through a series of stone arches, a new path will open.

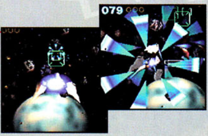


FALCO
Something's wrong with the G-Diffuser!

FALCO
Pretty smooth flying, Fox.

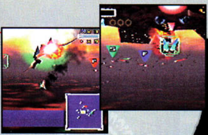
METEO

There are two ways out of the Meteo mess. You can either fly to the end of the sector and battle Meteo Crusher, or you can zip through the seven warp rings to jump to Katina.



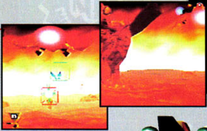
KATINA

The battle of Katina is a battle of endurance. To avoid shooting allies, let your computer lock on to enemy fighters. Save any bombs to use on the Saucerer core, once it appears.



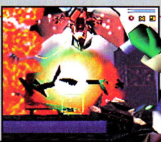
SOLAR

The lava bombs that spew out from the Solar surface often conceal power-ups. Save bombs for the large flocks of winged Gores. These fiery fowl will chase your wingmen frequently.



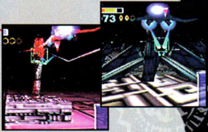
MACBETH

Follow Mechbeth and shoot the train's cars one by one. To avoid a long final battle, shoot the eight switches that appear by the side of the track after the tunnel.



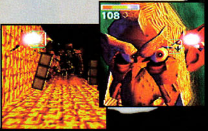
BOLSE

Destroy all the energy towers to cancel out the gravity effect. Your next target will be Star Wolf and his squadron. Once the base core appears, shoot out the energy pods to win.

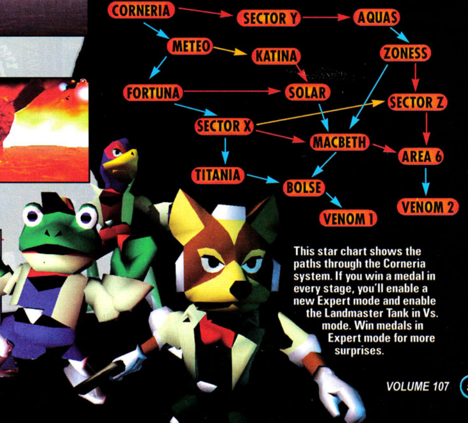


VENOM

The battle on Venom will differ, depending on which path you take to get here. The battle with Andross, however, will be the same: shoot his eyes to stun him, then shoot his hands.



MAP


CORNERIA
SECTOR Y
AQUAS
METEO
KATINA
ZONESS
FORTUNA
SOLAR
SECTOR Z
SECTOR X
MACBETH
AREA 6
TITANIA
BOLSE
VENOM 1
VENOM 2

This star chart shows the paths through the Corneria system. If you win a medal in every stage, you'll enable a new Expert mode and enable the Landmaster Tank in Vs. mode. Win medals in Expert mode for more surprises.

WAVE RACE 64
Kawasaki JET SKI
PLAYERS CHOICE
MILLION SELLER

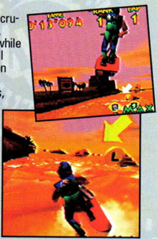
With its beautiful graphics, silky play control and real sense of gliding on water, Wave Race 64 slid into the ranks of platinum sellers with ease.

BEST STRATEGIES COVER TO COVER
NINTENDO POWER
N64

VOL. 91

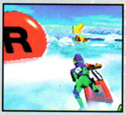
WET & WILD

SUNSET BAY



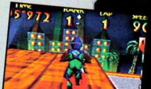
Jump technique is crucial on Sunset Bay. Turning too much while you're airborne will cause a wipe out on landing. When you attack the slaloms, don't oversteer; just make small course corrections to weave through the pylons. In the Expert circuit, the surf will be much bigger.

GLACIER COAST



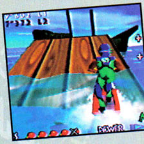
Cut across the ice field on turn two, staying close to the wall on the right. Don't steer on the ice and cut power to the throttle before you hit the water or you'll go flying.

TWILIGHT CITY



In the Hard circuit, use the first ramp to take a shortcut. In the Expert circuit, the tunnel beyond will be blocked, but you can dive under the barrier.

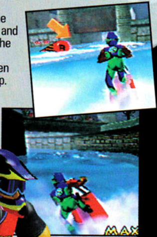
SOUTHERN ISLAND



The tide is going out around Southern Island, and the water level will drop as the race goes on. On the second and third laps, use a ramp to jump the shipwreck, but watch your slide across the deck. If you turn too sharply, you'll wipe out on landing.

Kawasaki
4
JET SKI

MARINE FORTRESS

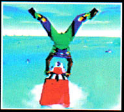


Steer wide of the first two crates and the sea wall. In the higher circuits, a shortcut will open after the first lap.

JET SKI
1
Kawasaki

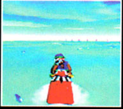
STUNTS

HANDSTAND



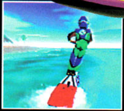
Let off the throttle. Press Down and then press and hold Up. Press Down to return to normal.

BACKWARD



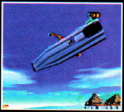
Let off the gas. Rotate the Control Stick once clockwise, and then press and hold Down.

STAND



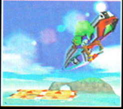
Ease off the throttle. Rotate the Control Stick once counterclockwise, then press and hold Up.

HELICOPTER



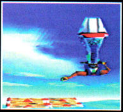
On a ramp at full speed, steer hard to the right, quickly tap Up and then press and hold Down.

BARREL ROLL



On a ramp, press Right or Left. While in the air, press and hold in the opposite direction.

FLIP



Press Up as you go up a ramp. After you take off, press and hold Down until you're upright.

STAR WARS
SHADOWS OF THE EMPIRE
PLAYERS CHOICE
MILLION SELLER

The instant success of Star Wars: Shadows of the Empire proved that the Force was still with us, and that the public was still hungry for more of that galaxy far, far away.

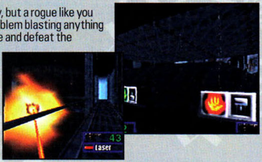
NINTENDO POWER
STAR WARS
SHADOWS OF THE EMPIRE
MARIO KART 64

VOL. 92

Jump to Lightspeed

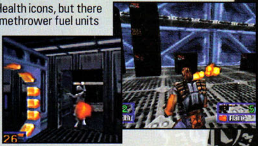
ESCAPE FROM ECHO BASE

It's not the Jedi way, but a rogue like you shouldn't have a problem blasting anything that moves. Release and defeat the wampas, then look in their cages for power-ups. Flip all the switches in the main generator room.



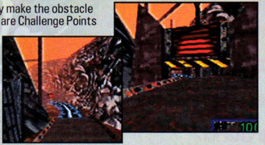
IMPERIAL FREIGHTER SUPROSA

You'll find precious few Health icons, but there are seeker shells and flamethrower fuel units right near the start. In the cargo hold, flip the wall switches one at a time to open the doors. Search before trying the next switch.



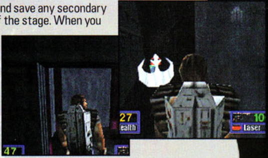
ORD MANTEL JUNKYARD

Switching views may make the obstacle course easier. There are Challenge Points near the start and above the first, fifth and ninth barriers. Keep an eye on the track ahead to see when you should jump to a new train car.



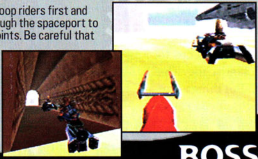
XIZOR'S PALACE

Use your blaster only and save any secondary weapons for the end of the stage. When you reach the first lift, press the wall switch. Walk into the lift, but don't hit the switch inside. Fly up and hit the switch up there. Float down to a hidden chamber.



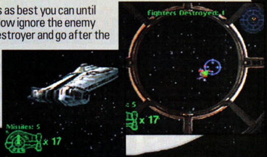
MOS EISLEY AND BEGGAR'S CANYON

Defeat all of the swoop riders first and then backtrack through the spaceport to collect Challenge Points. Be careful that you don't go all the way to Ben's house before you've found all the points or the stage will end.



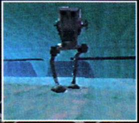
SKYHOOK BATTLE

Fight off the Star Vipers as best you can until you reach the station. Now ignore the enemy fighters and the Star Destroyer and go after the station's gun turrets. Wait for the proximity alert before you fire your missiles.



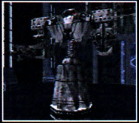
BOSSES

AT-ST



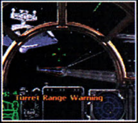
The AT-ST can't turn quickly, so run at an angle to get behind it. Hit it hard and then run. In the Easy level, there's a Shield on the catwalk to the left as you enter.

LOADER DROID



Keep your distance and run around the edge of the cargo bay, firing when you can. Crouch down and aim for the droid's wide base. Remember, seeker shells won't home in.

SKYHOOK

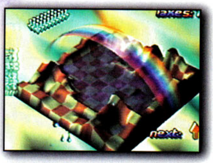


It takes a full volley of missiles to destroy each turret, and they can regenerate their shields in seconds. After they're all destroyed, dive into the station's core.

Wetrix™

Ocean's wet puzzler has all the elements of a potential splash hit! This Controller-Pak backed title is still in development, but we're not waiting to give you the strategies that will take you to the highest ground.

© 1998 Ocean Software Ltd.

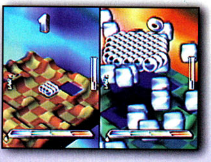


EARTHQUAKE
next:

Moving Mountains

The object of Wetrix sounds simple: move and stack falling puzzle pieces to trap rainwater and keep it from leaking off your square of 3-D landscape. The longer you keep water on the table, the more points you'll earn. But things start to get complicated in a hurry—if you stack your pieces too high, you'll cause an earthquake. If you bomb the wrong place, you'll blast a hole through your playing field. Because there are so many ways you can go wrong, we're here to show you do right and stay dry.

score:
level:
next:

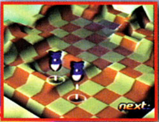


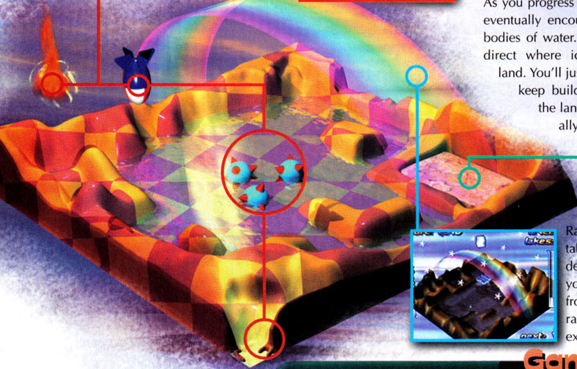
Earth Movers

To stay in the game, you'll need to trap the water on your table with puzzle pieces, but there are other natural and unnatural forces that can instantly and radically alter the landscape.

Fireballs, Bombs and Mines

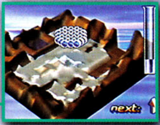
Fireballs, bombs and mines are used to break down the land. Fireballs will evaporate bodies of water and lower the water level in your drain. The evaporated water is added to your game score. The explosive power of mines and bombs can be used to prevent earthquakes.





Ice Cube Alert!

As you progress through the levels in the game, you'll eventually encounter ice cubes that will freeze large bodies of water. Unlike bombs or fireballs, you can't direct where ice cubes land. You'll just have to keep building until the land eventually thaws.



Rainbows

Rainbows will melt all the ice on your table, which is a good or bad thing depending on how high you've built up your lake shores while the water was frozen. Dropping a fireball right after the rainbow appears will evaporate the excess water.

Game Options

Classic

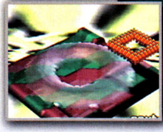
Next to Practice mode, Classic mode is the easiest game to play in Wetrix. The game speeds up gradually, introducing tougher items like mines after you've made it through several levels.

Pro

If you want to be the best at Wetrix, Pro mode is just for you. This game doesn't pull any punches—you'll get fast-falling pieces and multiple bombs and mines right from the start.

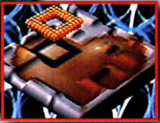
Handicap

Contrary to what you are probably thinking, Wetrix's Handicap game isn't about evening multiplayer odds–this mode features seven special puzzle situations ranging from starting with a half-full drain to filling random holes in your table.

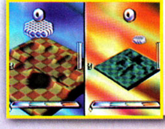


Challenge

The fast-paced Challenge mode features preset conditions for victory. See how high you can score in periods of from one to five minutes or try to stay in the game long enough to drop 100 or even 500 game pieces.

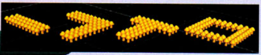


Multiplay

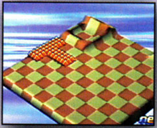


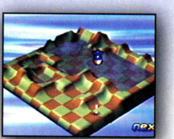
Multiplay lets two players go head-to-head, building their own tables and managing their reservoirs. You get the same pieces as your rival does, so the matches are always even.

Mountains and Molehills



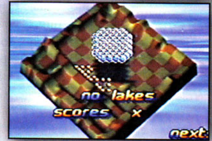
Before it begins to rain, you'll have to build up the land to control the ebb and flow of the water on the table. There are four types of Up puzzle pieces you can arrange to form dikes and mountains. The easiest strategy is to start small with tiny ponds and then expand to build larger lakes.

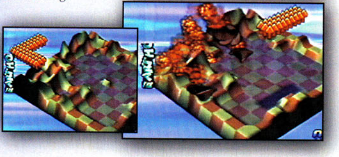




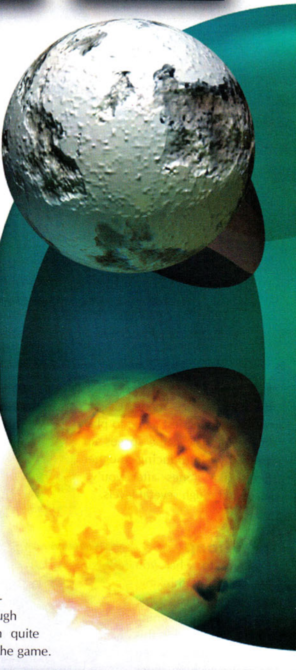
A Land O' Lakes

At the beginning of the game, you can't pick and choose your Up puzzle pieces. You'll have to use every piece to form several lakes on the table. After it begins to rain, you'll receive some Down puzzle pieces that you can use to break the walls between the dikes and create a massive lake, which should tide you over until the mines start falling.

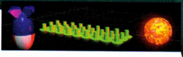




After you've created several small lakes, use the Down puzzle pieces to break the walls and form a large reservoir. Later, you can stack unwanted pieces in a junk pile and destroy them with bombs.



The Lowland Low Down



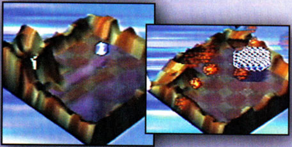
Use bombs, fireballs and Down puzzle pieces to lower the land, so you can widen and increase the capacity of your lakes and rivers. You'll also use these items to wear down your high peaks. Keeping your mountain ranges low will increase your chances of staying in the game and reaching six-digit scores.

Bombs

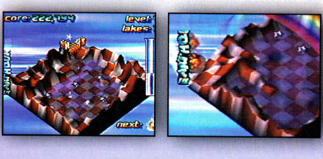
Beginning players often think of bombs as useless pieces, but they are actually valuable tools that you can use to break down high peaks, limiting your exposure to violent earthquakes. Once you've made a lake, you'll need to discard the unwanted puzzle pieces in a junk pile in a corner. Periodically blast the pile with bombs to prevent it from reaching stratospheric heights.

Fireballs

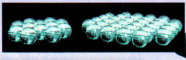
Fireballs can be used either to evaporate water and add to your score or to drop on mountains to transform peaks into valleys. Unlike bombs, fireballs will never blast a hole through your table, which makes them quite literally the hottest utility tool in the game.

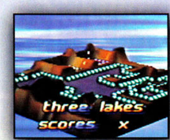


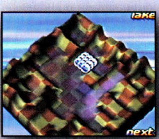
Evaporating this large lake will detonate the mines floating around in the water. A better way to play this piece is to use it to melt down the high mountain in the left corner and reduce the odds of an earthquake.



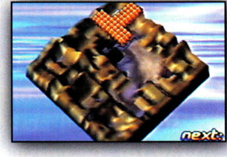
Dikes, Dams and Deluges







Large lakes are great for the beginning levels in Wetrix, but you'll need to remodel your landscape to weather the storm in the tougher stages. The probability of tiny leaks, exploding mines and seismic upheaval increase as you play. Using the strategies below can keep you playing for more than forty days and forty nights.

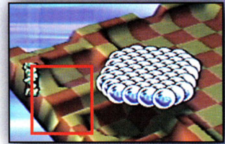


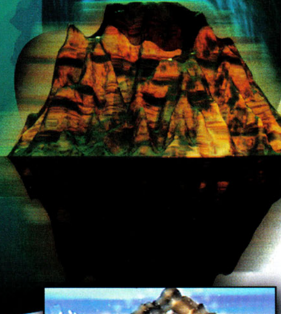
Ponds and Puddles

As you advance in levels, start dividing up your larger lakes into smaller ponds. This increases your point total and limits the amount of water that will leak when the falling mines begin to explode.

Leaks

Plugging leaks is your highest priority as the water begins to rise. Flip the view around to search for water dripping off the square, then drop a puzzle piece on the spot to stop the running water.





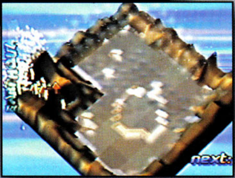
Earthquakes

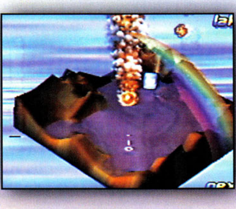
EARTHQUAKE

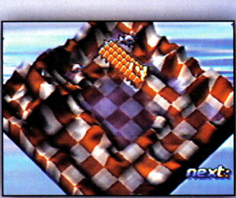
If you stack the puzzle pieces too high, you'll set off an earthquake. Earthquakes will rearrange the landscape, allowing the water to seep off your table. The key to achieving a high score is to use Down puzzle pieces, bombs and fireballs to prevent disaster.

Preparing for Disaster

Earthquakes and mines are the two biggest hazards you'll encounter in Wetrix's advanced stages. You can limit your exposure to these disasters by dividing large reservoirs into small ponds. While ponds are difficult to manage in a deluge, you won't lose the game when an earthquake rearranges your landscape or mines blow holes in your table. If you plan ahead you'll score big.







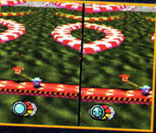
IGGY'S™ reckin' balls

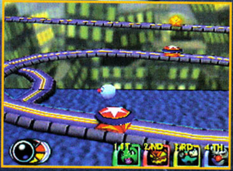
N64 players have raced on highways, on waterways and even in the airways, but soon they'll be bouncing and grappling their way up the vertical stairways of Iggy's Reckin' Balls from Acclaim. It's time to ask the question: Are you up to the challenge?

© 1998 Acclaim.

LONELY AT THE TOP

The developers at Iguana Entertainment intend to stun the N64 world with a new type of game that isn't like anything you've ever played. Iggy's Reckin' Balls is a 32-megabit racing game that feels more like an action platform game. The race takes place between eight animated bouncing characters on stacked, 3-D sections of track. Using jumps, warps, and air jets and a grappling line, the "balls" bound toward the top track to complete each of the three laps in the race. Along the way to the top, they'll have to battle baddies, slow down the other racers, and deal with rotating tracks, long drops and other obstacles. Even though our preview copy wasn't quite finished, the action was intense. With four-player mode, battle mode, time trials and arcade races, Iggy's Reckin' Balls is set to scale the heights of N64 innovation and fun. If it succeeds, no one should be lonely at the top ever again.





WELL-ROUNDED CHARACTERS

The eight characters in Iggy's Reckin' Balls may look roly-poly, but they're as tough as any video game heroes. Squash them, drop them, thrash them or crash them and they'll still bounce back. Each ball features his or her own strengths, like longer grappling lines or faster hopping ability.

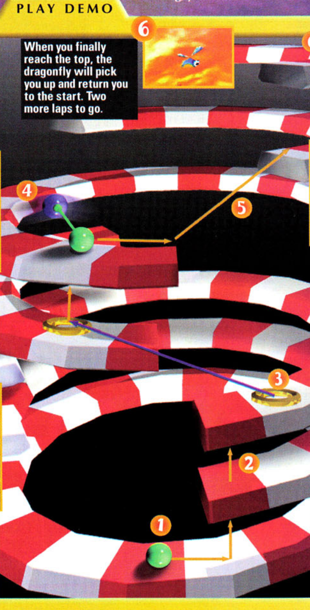
CHARLIE

Q-TEE

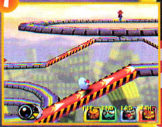
CHATTER

KING OF THE STACK

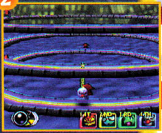
We've put together a 3-D model of a typical Reckin' Balls course to give you an idea of how the vertical race plays out. You're main strategy is to go vertical and gain as much altitude as you can. If there's a stack of track above your character, you'll have to jump up and use the grapple to pull yourself up. If several stacks are overhead, you'll race straight up, jumping and grappling as fast as you can. Eventually, you'll have to move sideways along one of the tracks to reach another overhead section. As you race along, you won't be able to fall off the sides, but you could bounce over the end of a section of track and drop down. You'll encounter enemies, items, other racers and even different types of surfaces along the tracks. When you finally reach the track at the top of the course, a dragonfly will grab your character and fly it back down to the starting position where you'll begin your second lap.



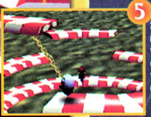
When you finally reach the top, the dragonfly will pick you up and return you to the start. Two more laps to go.



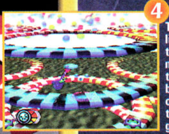
Your goal is to go vertical, but sometimes you'll be sidetracked. The track can dip, climb, turn, spin, or even move on its own.



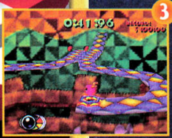
You can use one Controller button to jump and another to grapple, or do it the easy way and use one button to jump and grapple at the same time.



Some of the trickiest moves take place when you have to climb at an angle. If your grappling line doesn't grab, you'll take a dive.



The grappling line can be used to snare opponents and slap them around, but beware of other characters with longer grapples.



Using warps like this, or jets of blasting air, your ball will be blown to great altitudes and new sections of the course.

AMANDA

NARLY

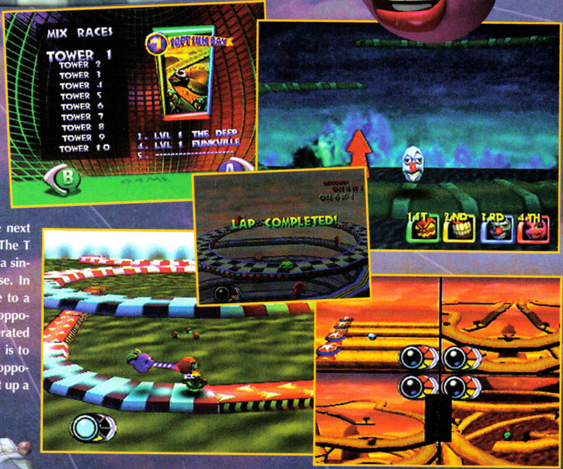
CECIL

SONNY

ROB-ERT

MODE MADNESS

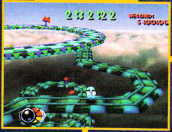
You can play Iggy's Reckin' Balls four ways, including a multiplayer mode that supports up to four players. Acclaim feels that Iggy's Reckin' Balls is at its strongest as a four-player game, but to wreak the most havoc you'll have to bone up on the one-player modes. The Arcade mode is a basic race tournament for up to four-players. If you win, place or show in the three-lap race, you'll earn points toward a championship then move on to the next race in another stage of the game. The T Trial, or time trial mode, consists of a single-lap race to the top of the course. In Battle mode, the goal is not to race to a destination, but to beat up your opponents, whether they're computer operated or controlled by a person. The trick is to score weapon items and stalk your opponent. Mix-Up mode allows you to set up a series of races on any of the 100 courses that you opened during arcade mode. A training mode will also be added, teaching players the basics, like how to jump and grapple.


MIX RACES
TOWER 1
TOWER 2
TOWER 3
TOWER 4
TOWER 5
TOWER 6
TOWER 7
TOWER 8
TOWER 9
TOWER 10
SOFT SUN BAY
3. LVL 1 THE DEEP
4. LVL 1 FUNKVILLE
B
A
LAP COMPLETED!
1ST
2ND
3RD
4TH

ROAD WORK

Iggy's Reckin' Balls courses have been divided into ten themed stages, including Downtown, Candyland, The Deep, Twin Canyon, Whirlyway, Funkville, Soft Sun Bay, Patchwork, Tiki Woods, and Tektricity. Each stage includes 10 individual race tracks, each featuring unique layouts, routes and obstacles. With 100 courses to master, it will certainly take a while to see them all.

DOWNTOWN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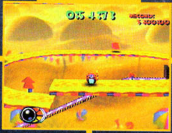
TWIN CANYON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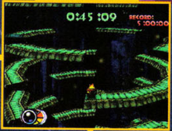
TIKI WOODS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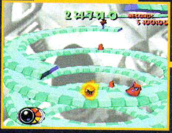
CANDYLAND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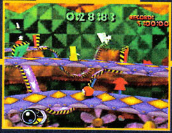
WHIRLYWAY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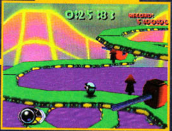
TEKTRICITY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STAR POWER

At certain points along your path you'll run into item stars. If your character rolls into the star, you'll be powered up with one of several types of items that you can use to attack or delay other reckin' racers. Stars appear in set locations, so you can memorize them to give yourself a great advantage.

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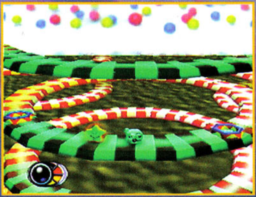
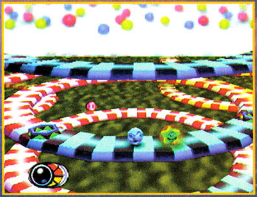


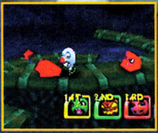
The star item produces a new star, which gives you a new source of items wherever you want it.

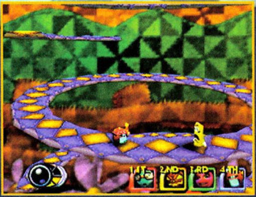


The powerful red shot is a homing attack that will strike an opponent no matter where he or she is in the stack.

BAD TO THE BALL

Not only are the other racers out to get you, but plenty of computer-controlled enemies lurk in the stacks waiting for an unsuspecting ball to roll into their clutches. In some cases, you'll find enemies on every track, forcing you to wait for a clear path to open up. In other cases, you'll have to time jumps to hurdle over these baddies. In our preview version of Iggy's Reckin' Balls, we encountered three types of enemies, including red block creatures, yellow tube beings, and the pointy-topped fellows seen here. None of them was pleasant, and we suspect there are many more enemies waiting to slow us down.





UP THE ROAD

As you would expect from an Iguana creation, the graphics in Reckin' Balls are top notch, including plenty of cool special effects like Sonny's flaming halo and warp effects when you enter a rollercoaster area. New music had yet to be added, and Iguana was still in the process of tweaking elements of the game at the time of this preview, but the more we raced to the top, the more we liked this oddball racer. It's fun, it's different, and it's scheduled for release in May or June.

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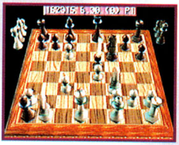
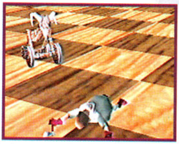
VIRTUAL CHESS 64™

Chess is one of the most widely played games on the planet, and now this classic struggle of strategies has found a home on the Nintendo 64. Featuring fine 3-D graphics and a champion of a chess engine, Titus's Virtual Chess 64 is one of the best challenges on any system.



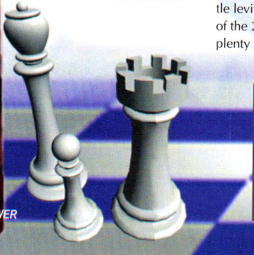
The Classic Challenge

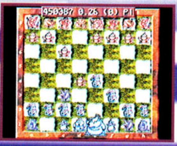
At the heart of the ancient game of chess is a subtle combination of complex strategies and glorious simplicity. For a straightforward test of your mastery of these elements, you can battle on a variety of 2-D and 3-D chessboards against real or computer opponents. And while we really can't speak to the skill of your human opposition, you can pick from multiple skill levels if you're playing against the computer.

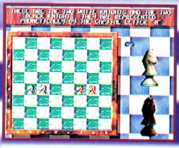


...With a Few New Moves

Of course, you've come to expect more from a Nintendo 64 Pak than just a great 3-D board game. Well, not to worry, because Virtual Chess 64 is much more than that! Besides having a great battle mode that lends a little levity to your match, you'll also find four variations in the appearance of the 2-D pieces, a very instructive tutorial mode with Titus the Fox, and plenty of ways to tailor your game.







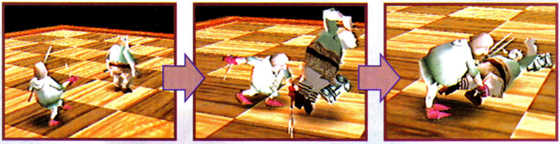
THESE ARE THE TWO WHITE KNIGHTS AND THE TWO BLACK KNIGHTS. THEY ARE REPRESENTED PHONETICALLY BY THE CAPITAL LETTER "N".

© 1998 Titus

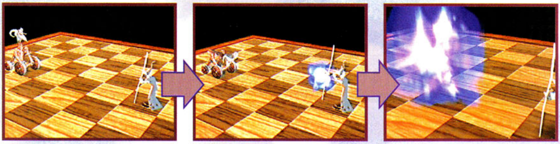
The Combat Comes Alive

The battle mode is a fun option for those seeking a little more action during a match. When this mode is switched on, animated sequences appear whenever a player captures a piece. The animations differ depending on the pieces involved in the play and which player made the move. And far from being overly intrusive in the flow of the game, the animations don't repeat themselves if similar moves are made again.

Pawn vs. Pawn



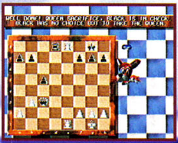
Bishop vs. Knight



Lessons For All Levels

The thorough tutorial in Virtual Chess 64 will be just as helpful for players already fluent in the game's fundamentals as it is for those who have never laid eyes on a chessboard before. And because it's broken down into well-defined sections, you can either begin with the basics or just quickly skip ahead to more advanced strategies.

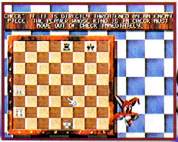
The Basics Explained



WELL DONE! QUEEN SACRIFICE. BLACK IS IN CHECK
BLACK HAS NO CHOICE BUT TO TAKE THE QUEEN.

In the beginning lessons, Titus the Fox will talk you through all the basic rules and strategies, testing your knowledge along the way.

Polishing Your Play



CHECK: IF IT IS DIRECTLY THREATENED BY AN ENEMY PIECE, THE PLAYER WHOSE KING IS IN CHECK MUST MOVE OUT OF CHECK IMMEDIATELY.

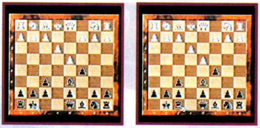
In the more advanced tutorials, Titus will simply present players with tricky scenarios and correct them if they make any mistakes.

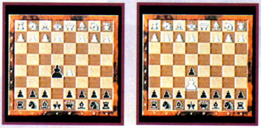
What the Pros Know

A chess aficionado can spend a lifetime learning lots of sophisticated strategies, but even Grand Masters had to begin by learning the basics. While we're going to leave it to Titus to teach chess novices most of what they need to know, we thought we'd help out by defining some of the game's important terms.

Castling

Castling is a defensive measure that has a player's king and rook swapping their relative positions. For example, if the king begins to the right of the rook, after castling, it will end up to the rook's left.



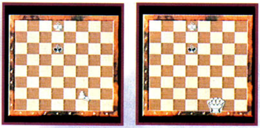


Passed Pawns

If the black pawn moves ahead two spaces as shown, the white pawn can move to the space below it, capturing the black pawn in the process. This is called an "en passant" capture.

Pawn Promotion

If a pawn reaches the last line on the opposing player's side of the board, you can exchange it for almost any piece of your choosing—but not a king, of course!



What They're Worth

Although chess isn't really played for points, each piece has a very specific value. This helps explain why it's not a good idea to capture a knight if it means losing your rook.

Pawn

=1 Pawn

Knight

=3 Pawns

Bishop

=3 Pawns

Rook

=5 Pawns

Queen

=9 Pawns

Sound Strategies

All the great strategies in chess usually fit into one of two types: those that are both complex and specific, and those that are very simple and broad. The three that we've listed to the right definitely fall into that latter category. Keep these strategies in mind throughout the match—they'll influence almost all of the moves that you make. And since this trio of tips is really the backbone of any great game, learning them well is of utmost importance to any serious chess player.

1: Think Many Moves Ahead

Instead of just moving a piece for momentary gain, try to plan out multiple moves that will give you the advantage many moves ahead. It may sound simple, but becoming a master planner takes experience, patience, and practice.

2: Control the Center of the Board

You'll find that most of your pieces will be of much more use to you if you can keep them close to the center of the board. If they get stuck out on the edges, their movements and defensive value will be severely limited.

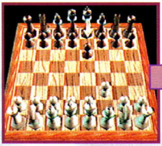
3: Fortify Your Defenses

Since losing your king means the end of a match, no chess strategy is more important than keeping this regal piece well protected. While castling early in the game can certainly help, it's only one step to achieving this goal.

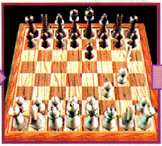
A Crushing Rush

While a long, drawn-out match may be a great test of wits, nothing beats the thrill of crushing an opponent in just a few moves. Although a win like this doesn't occur often, the two scenarios below show how it can happen.

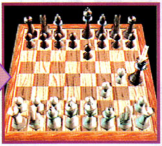
Fool's Mate



You'd never know by looking at this simple opening that white is going to experience checkmate in just one more move! Of course, white must blunder badly for it to happen.

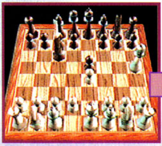


Can you see how white stumbled above? By moving the pawn up two spaces, the white king is left totally open to attack. Now the black queen can just move in for the mate!

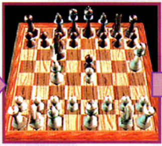


And there you have it, the fastest checkmate in chess! A similar win can be achieved by white but it would require one extra move and a really massive mistake by black.

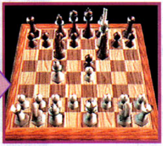
Scholar's Mate



In this shot, black's strategy of moving the knight to protect the pawn is fundamentally flawed. Black should have moved a pawn to challenge the white queen's position.



By moving the bishop, white really has black on the ropes! But black could still get out of trouble by simply moving a pawn (the one in front of the knight) up one space.



But black blows it by moving the knight to challenge the queen! Because of this fatal mistake, the white queen quickly captures a pawn and has the black king in checkmate.

Titus's Winning Team

For Eric Caen, one of the founders of Titus Software, chess is a passion that dates back to his days as a junior chess champion in France. Since then, Eric and Titus have created world-class computer chess games. In 1996, Titus's Virtual Chess Platinum won the 14th annual ICCA World Championships. Titus has also sponsored major computer chess competitions in Europe.

Endgame

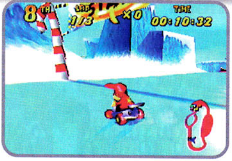
The best thing about Virtual Chess 64 is that it can be enjoyed by gamers of all age and chess players of all abilities. If you've never played chess before, the terrific tutorial takes all confusion out of the game, making it both easy and fun to build up your skills. But if you're already an accomplished chess player, we're sure you'll find that the game's AI can provide a high level of challenge. Either way, chess may be ancient, but playing it never gets old!

COUNSELORS' CORNER

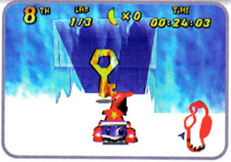
DIDDY KONG RACING

WHERE IS THE KEY IN SNOWFLAKE MOUNTAIN?

Snowflake Mountain's key is in Snowball Valley. The location of this key is tricky because almost everyone except the most observant drivers blast right past it as they race down the track. To find it, turn left at the starting line and roll up the snowy hill to the fence. This looks like a dead end, but if you turn right at the fence, you'll see a small blue alcove. Drive into the alcove and touch the key to claim it.



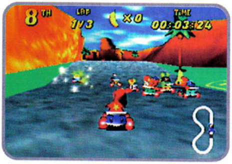
You'll miss the turnoff leading to Snowflake Mountain's hidden key if you don't take a hard left at the starting line in Snowball Valley.



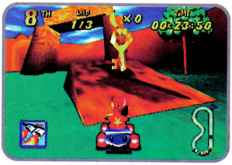
Drive up the hill to the fence near the cliff. Stop in front of the fence and turn right, then drive into the small alcove and get the key.

WHERE IS THE KEY IN DINO DOMAIN?

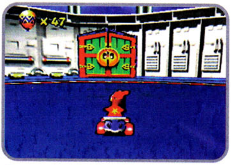
You'll find the Key in Dino Domain's Ancient Lake course. From the starting line, drive straight ahead until you run off the right side of the track. Continue going straight and you'll see a strange rock shaped like a ramp. Look closely and you'll see the Rare logo engraved on the ramp and a key at the top. Roll up over the Rare logo and collect the key. If you're still looking for the keys from Dragon Forest or Sherbet Island, pull out your copy of last month's Nintendo Power and check out Counselors' Corner. Once you have all four keys, 47 Balloons and you've completed the Key Challenges, you'll find that you can open up a new area in the game: Future Fun Land!



From the start of Dino Domain's Ancient Lake course, drive straight until you're off the road.



Straight ahead you'll see the key on a rock ramp. Drive up the ramp to snag the key.

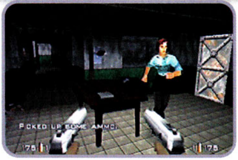


Once you have four keys and 47 balloons, you'll be able to move on to Future Fun Land.

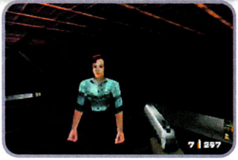
GOLDENEYE 007

I LOST NATALYA IN THE MILITARY ARCHIVES!

Natalya will flee to another part of the archives whenever you stumble into a firefight. If you're not too busy ducking lead, you'll see a message from her saying, "I'm scared. I'm getting out of here." Luckily for you, Natalya will go to only three locations: the attic, the interrogation room next to the secret passage, and the interrogation room where you first found her. Return to these locations and find her before you make your escape from the Military Archives.



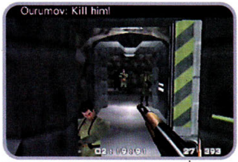
You may find Natalya in the upstairs interrogation room next to the secret sliding wall.



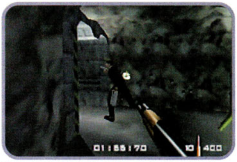
She may also retreat to the attic or back to the first interrogation room where you found her.

HOW DO I GET PAST OURUMOV'S SILO AMBUSH?

Ourumov's ambush near the end of Mission Three in Kirghizstan is arguably one of the toughest spots in the entire game, especially if you're playing on 00 Agent level. This deadly battle won't end until you've hit Ourumov several times. How you deal with this problem depends on how much time and life you have remaining. If you have around two minutes left on the detonator, you can ambush the ambushers and retreat back into the other room, blasting anyone foolish enough to try opening the door and following you. If you have a grenade, toss it into the hallway and close the door behind you–just be sure to back away from the wall so you won't be caught in the fiery explosion radius. If you don't have much time but plenty of life, charge the general, shooting him as you run. You'll take some hits, but if you move fast enough, you can chase Ourumov right out of the silo.



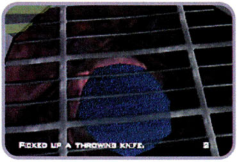
If you have the time, bait Ourumov's men into chasing you, then ambush them.



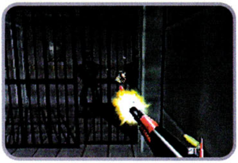
If you can't afford to wait, run into the ambush and aim for Ourumov, then chase him as he flees.

I CAN'T ESCAPE FROM THE BUNKER ON 00 AGENT MODE!

Since you have limited life and ammunition, stealth, not speed, is the easiest way to complete the Bunker in 00 Agent mode. After you escape from your cell and dispatch the guard, use your watch magnet over the prison sewer grate to recover the throwing knives. Throwing knives might have a short range, but these weapons are silent, and the enemy won't know you're out of your cell unless they spot you. When you have enough ammo, try luring the guards back to your cell. You can shoot at them through the bars inside your cell, but they won't return fire until they open the door. As you complete your mission objectives, you'll find your silenced PP7s in the safe with the GoldenEye Operations Manual. Use the silenced guns to take out the sentries standing around in groups inside large rooms, and save your big guns for the security cameras. Finally, don't free Natalya until you've cleared the guards in the bunker –she'll get in the way while you're sneaking around, and you'll fail at your mission if she is injured.



Stealth is your key to winning. Use your watch magnet to get the throwing knives.

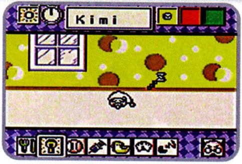


Lure the guards to your cell and shoot through the bars. They won't fire until the door is open.

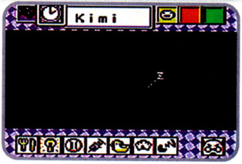
▶ TAMAGOTCHI

CAN I SPEED UP MY TAMAGOTCHI'S CLOCK?

The original Tamagotchi game operated on real time, but in the Game Boy version, hours pass in a matter of minutes. You can speed up the time even more when your Tamagotchi starts to fall asleep. As your pet begins to doze off, place the cursor on the clock in the upper left hand corner, then press the A Button to advance the clock. You can do this only when your Tamagotchi is starting to go to sleep.



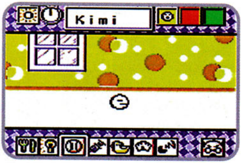
You can advance your Tamagotchi's clock whenever your pet begins to doze off.



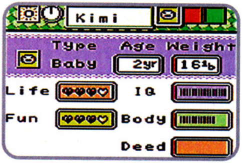
To set the clock, move the game cursor up to the clock and press the A Button to advance time.

WHY WON'T MY TAMAGOTCHI PLAY A GAME WITH ME?

Poor Tamagotchi! How would you like it if someone forced you to play games all the time? Do you know what people forced to play games all day are called? Nintendo Power editors! There are times when you won't be able to select the Play Icon on your Tamagotchi game screen. This usually has nothing to do with your Tamagotchi being sick or hungry, but it's a good idea to check its status meters. If the status meters are fine, just give your pet some time. After a while your Tamagotchi will change its mind, and you'll be able to play a game with it again. When you do play games, watch your Tamagotchi's behavior. If it becomes mad after losing a game, discipline it so it doesn't become a poor sport. If your Tamagotchi does well, be sure to praise it–you'll raise your Tamagotchi's Deed meter. Disciplining and praising your Tamagotchi won't make it more playful, but it will help mold its character.



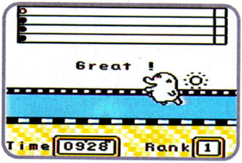
If you can't choose the Play Icon, it's because your Tamagotchi isn't in the mood to play.



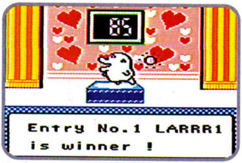
Check your pet's status meters, then give your Tamagotchi time–it will want to play later.

HOW DO I ENTER A TAMAGOTCHI TOURNAMENT?

Tournaments are held from noon until six p.m. daily. Your Tamagotchi must be an adult to qualify for an event. You can choose between the Beauty Contest, Race Tournament and Knowledge Tournament. Your Tamagotchi must have good character to qualify for the Beauty Contest, have superior athletic skills to be in the race or be an excellent scholar to match wits in the Knowledge Tournament. The key to doing well is to take good care of your pet. You can practice sports for the race or study for the knowledge quiz. If your Tamagotchi wins a tournament, it may qualify for the Tamagotchi Hall of Fame.

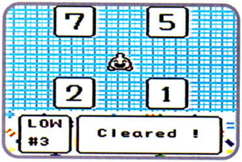


To win the Beauty Contest in the laboratory, you'll have to take excellent care of your pet.



Entry No.1 LARRR1
is winner !

Practice sports with your adult Tamagotchi if you want to win the Race Tournament.

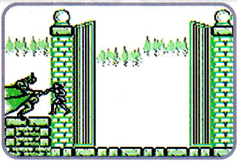


Hours of study is the key to taking home first prize in the Knowledge Tournament.

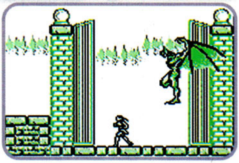
▶ CASTLEVANIA LEGENDS

WHAT'S THE BEST WAY TO GROUND CREATURES BAT?

If you have a Power One whip, you can destroy this oversized, flying gargoyle with ten blows; otherwise, you'll have to hit him twenty times. This beast is fairly easy to defeat if you know his pattern. When the gargoyle hovers above the left ledge, whip him three times, then duck his attack. As he flies high above your head, wait for him to dive, then run left or right, whipping him as he flies past. Keep repeating these two strategies until you pluck this monster's wings.



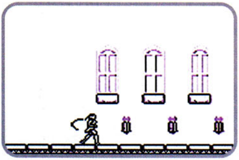
Whip the gargoyle three times as he hovers above the left ledge, then flee from his attack.



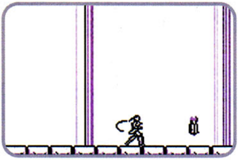
Wait as the monster hovers above your head, then run as he starts to dive down on you.

? CAN I DEFEAT THE DEATH DRAGON IN JUST TWELVE HITS? ?

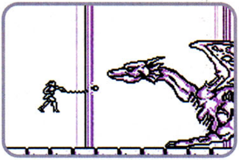
The Castlevania Legends review in NP Volume 106 mentions defeating Death Dragon in the castle with just twelve strikes from your whip, but what it doesn't say is that you need the Power Two whip to do this. To earn this weapon, get the first power-up from the candle when you start Stage 2. You'll earn the second power-up and the Power Two whip when you destroy the candle that summons the Death Dragon. During the battle, remember to jump over or duck under the dragon's breath attacks, and quickly run left or right to get by the falling blocks, then whip away to victory.



You'll earn the first weapon power-up when you whip this candle at the start of Stage 2.



Keep going until you find the candle that calls the dragon. Hit it to get the Power Two whip.



Using the Power Two whip, you can easily defeat the Death Dragon in just twelve hits.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

GRETZKY'S 3-D HOCKEY '98

Q: Which teams are the best in the game?

A: Tampa Bay! Just kidding! Try Detroit, Colorado or Dallas.

Q: How do I change the language?

A: You can't. This option was removed from the final version of the game after the manual was already printed.

Q: Can I play Season mode with my friends?

A: No. Season mode is a one-player game.

FIFA ROAD TO THE WORLD CUP

Q: Can I trade players?

A: Only the players in League Teams.

Q: Which teams are the best?

A: Tampa Bay! All right, maybe next year. For World Cup teams, try Brazil or Colombia in the CAF Division. For the UEFA Division, use England, France or Germany. In league play, Netherland's Ajax, England's Chelsea and Germany's Dortmund are all winners.

TUROK: BATTLE OF THE BIONOSAURS

Q: Hey! My weapon won't fire!

A: Some weapons have to be charged up. Hold the B Button until the weapon icon starts flashing, then release the button to fire.

Q: How do I get the stuff on the other side of the fake walls?

A: Use an explosive weapon like the Grenade Launcher.

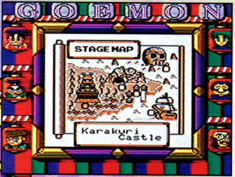
Mystical Ninja starring GOEMON™

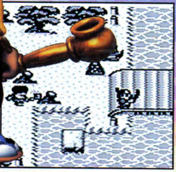
This time, the legend continues with Goemon venturing into the territory of pirates and Game Boy. While the action is on the small screen, the adventure is on anything but a small scale as mysterious thefts plague Japan. With our maps and tips, however, the trouble will be sizably small as we demystify the Mystical Ninja.

© 1998 Konami.

GOEMON ON GAME BOY

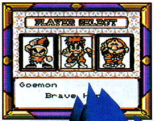
In 1992, Konami released The Legend of the Mystical Ninja for the Super NES. Six years later, the legend lives on. Hot on the heels of Goemon's N64 adventure, the Game Boy version of Mystical Ninja tells an all-new story, pitting the pineapple-headed hero against a band of marauders. The infamous Black Ship Gang is plundering Japan, but Goemon and the game's two other playable characters, Ebisumaru and Sasuke, plan to stop them. Goemon and Ebisumaru may have been called Kid Ying and Dr. Yang in 1992, but aside from the name changes, Mystical Ninja is still that familiar mix of offbeat action and adventure.





Mystical Ninja Starring Goemon takes three different characters through a total of five different stages filled with monsters, bosses and bonus games.

BEHIND THE MYSTICISM



Goemon is the star, but he's not the only playable character in the game. Sasuke and Ebisumaru will lend a hand, since one ninja alone can't beat the Black Ship Gang. Each hero has different abilities, and only certain characters can enter certain chapters of the adventure. Familiarize yourself with each character, because you'll eventually have to use all three.

GOEMON
×10
ST
SOC

Before each stage, you can choose which one of the three characters to use.

SASUKE

A robot programmed in the ways of the ninja, Sasuke uses his warrior training and mechanical legs to excel at jumping. And while he can leap the farthest, his ability to throw isn't as strong.

GOEMON

Goemon is the Mystical Ninja, and he's quite mysterious, too. Instead of a sword, the bushy blue-haired hero prefers to use a pipe for a weapon. Of the three ninjas, his abilities are the most average.

EBISUMARU

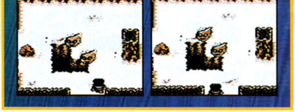
He has an appetite and it shows—Ebisumaru isn't very athletic, so his ability to jump is very poor. However, the pudgy ninja can throw almost twice as far as his friends.

THE WAYS OF THE NINJA

Some basic tactics will help you defeat Baron Skull and his notorious Black Ship Gang, but keep in mind that each character throws and jumps at slightly different distances. Moreover, when your character's strength is at its maximum, he will be able to use a long-distance attack.

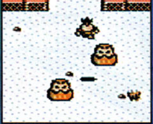
Scrolling for Enemies

Whenever you reenter a room, all of the enemies will reappear even if you've already defeated them. Reenter a room only to reposition yourself so you're at a better spot to attack your foes.



Jump, Turn and Throw

The best way to dodge enemies is to jump. Leaping into the air is particularly helpful for avoiding enemies that can shoot or vanish. If an enemy is about to catch you off guard, leap over it, quickly turn to face it, then attack by throwing your shuriken daggers at it.



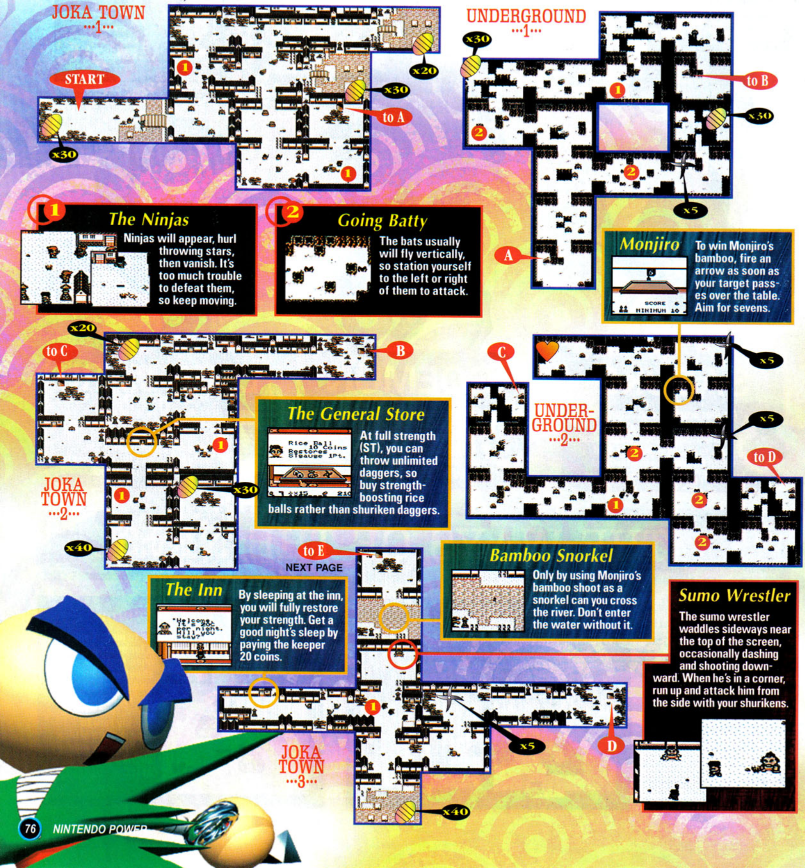
CHAPTER 1 KARAKURI CASTLE

Trouble begins when a mysterious black ship drops anchor in Greater Edo Harbor and the crew, the Black Ship Gang, begins robbing the countryside. To uncover clues about the gang, Goemon and his friends head to the hills. There they'll find the Karakuri (or Gadget) Castle–the Black Ship Gang's hideout.

"Blast that rotten Black Ship Gang!

You found 30 Coins!

Coin **Shuriken** **Ultimate Weapon** **Crystal of Life**



① The Ninjas

Ninjas will appear, hurl throwing stars, then vanish. It's too much trouble to defeat them, so keep moving.

② Going Batty

The bats usually will fly vertically, so station yourself to the left or right of them to attack.

Monjiro

SCORE 6
MINIMUM 10

To win Monjiro's bamboo, fire an arrow as soon as your target passes over the table. Aim for sevens.

The General Store

Rice Ball
10 Coins
Restores
STgauge 1Pt.

At full strength (ST), you can throw unlimited daggers, so buy strength-boosting rice balls rather than shuriken daggers.

Bamboo Snorkel

Only by using Monjiro's bamboo shoot as a snorkel can you cross the river. Don't enter the water without it.

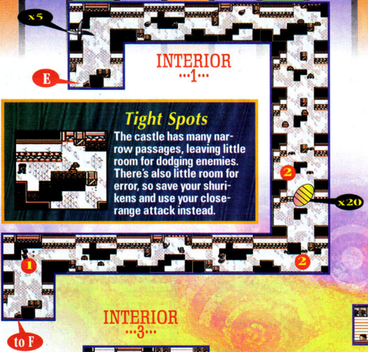
The Inn

"Welcome. It's 20c per night. Will you stay?"

By sleeping at the inn, you will fully restore your strength. Get a good night's sleep by paying the keeper 20 coins.

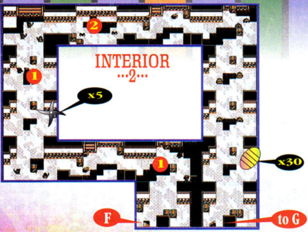
Sumo Wrestler

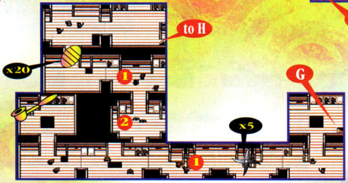
The sumo wrestler waddles sideways near the top of the screen, occasionally dashing and shooting downward. When he's in a corner, run up and attack him from the side with your shurikens.

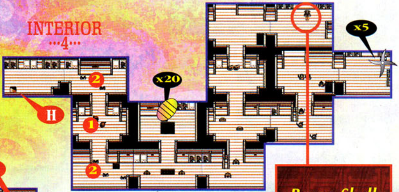


Tight Spots

The castle has many narrow passages, leaving little room for dodging enemies. There's also little room for error, so save your shurikens and use your close-range attack instead.



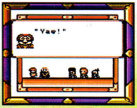




Baron Skull

Circle around the spaceship and blast it as it follows you. It will transform twice before you can destroy it. Afterward, you must compete in the 100-meter dash.

CHAPTER 2 THE DEMON CAVE


"Yae!"

Goemon and his friends finally meet the leader of the Black Ship Gang, but they soon discover that the encounter is just part of Baron Skull's plan. The ninjas don't stumble upon Baron Skull—he lures them to his hideout so he can kidnap Yae, the most dangerous ninja in Edo and the sole female in Goemon's group.

Mole Mania

You can safely run over the moles when they're burrowing underground and kicking up dust. Only when the moles have surfaced can you attack one another.

The Elder of Yosute Village

"I've failed! I may as well just blow myself up with this bomb...!

The Elder thought he could rid his village of the monster ants, but he has turned out to be a lousy exterminator. You'll find him hiding in Anthill 1, and he'll give you a bomb.

The Queen Ant

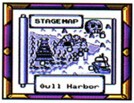
Before the ant charges at you, she'll buzz about the cave, then fly in place. While she's resting, throw shurikens at her.

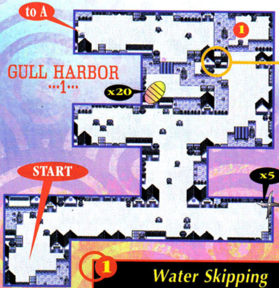
The Great Demon Shene

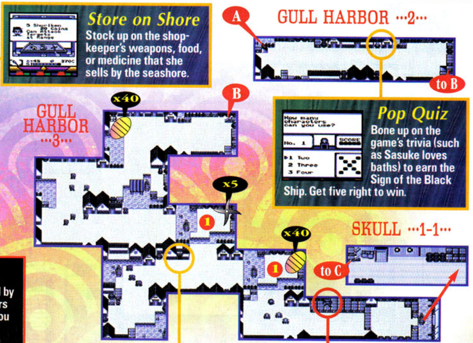
Stay at the Inn, then throw shurikens at the demon. Constantly jump in order to dodge his boulders, then challenge him again in the tug-o'-war.

CHAPTER 3 THE BLACK SHIP SKULL

Through pure might (and by rapidly tapping the A Button), the Great Demon Shene is defeated in the tug-o'-war. Yae is still nowhere to be found, but being as resourceful as she is, she has smartly left behind a trail of clues for her friends to follow. Goemon's detective work eventually leads him and his friends to Gull Harbor, where they'll find the Black Ship Skull's moorage.


STAGE MAP
Gull Harbor


to A
GULL HARBOR ···1···
x20
START
x5
1


A
GULL HARBOR ···2···
to B
B
x40
GULL HARBOR ···3···
x5
1
x40
1
SKULL ···1-1···
to C

Store on Shore

Stock up on the shopkeeper's weapons, food, or medicine that she sells by the seashore.

5 Shuriken 20 Coins Can Attack Targets at Range

Pop Quiz

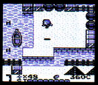
How many characters can you use?

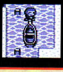
No. 1 SCORE

1 Two
2 Three
3 Four

Bone up on the game's trivia (such as Sasuke loves baths) to earn the Sign of the Black Ship. Get five right to win.

Water Skipping





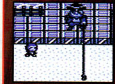
The dock patrolled by two pirates appears unreachable, but you can get there by jumping across the water. Once you've sent the pirates to Davy Jones's locker, hop onto the boat, then leap left.

Rest Stop

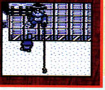
"Welcome. It's 20c per night. Will you stay?"

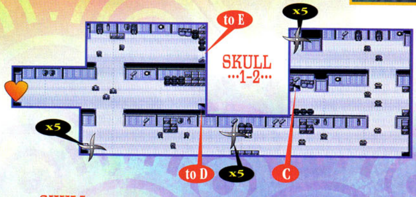
Before facing off with the pirate, get some rest and regain your strength at the inn.

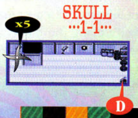
The Pirate Captain

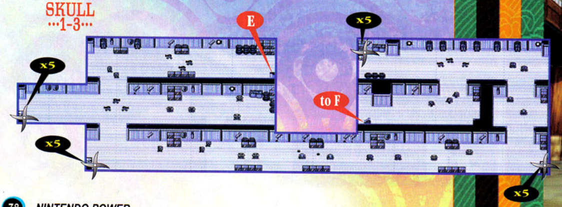


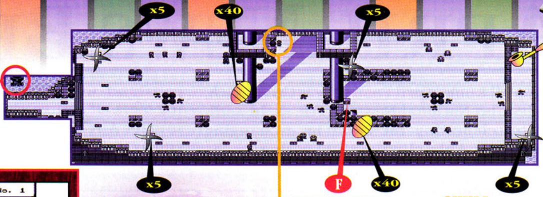
The pirate captain has a hook for a left hand, and his left hook packs quite a punch. The salty sailor can extend his hook to the bottom of the screen, so stay to the left of him and fight back by throwing shuriken daggers his way.




to E
x5
SKULL ···1-2···
x5
x5
to D
C


x5
SKULL ···1-1···
D

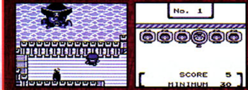

SKULL ···1-3···
E
x5
x5
to F
x5
x5



SKULL
···1-DECK···

Black Octopus

The octopus will swim from side to side while spitting ink bombs at the ship's deck. Shoot the squid whenever it stops to rest or take aim, then, once it's sunk, play the octopus's simple matching game, Lantern Attack.



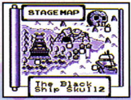
The Merchant

If battling on the boat has made you seasick and weak, approach the woman—she'll sell you tablets, food and weapons.

CHAPTER 4 THE SKULL, ONCE AGAIN

Just when Goemon, Ebisumaru and Sasuke think they have defeated the entire Black Ship Gang, a mysteriously familiar ship sails into the harbor. Instead of déjà vu, a feeling of dread overcomes Goemon and his friends—the Black Ship Gang has two ships! The ninjas have defeated only half of the Black Ship Gang, so they have merely reached the middle of their adventure.

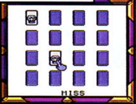
"No way! Who knew they had another one?"



Concentration

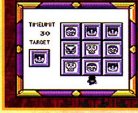
Approach the spaceship on Black Ship Skull 2-Deck, then hit the B Button. The ship's pilot will challenge you to Concentration, in which you must uncover eight matching pairs of cards hidden in a deck of sixteen. You're allowed to make six mistakes, so memorize the cards you turn over or write them down.

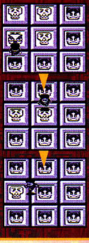
"Hee hee hee! This time you're done for! The name of the game is Concentration!



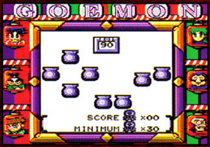
Face-to-Face

On Black Ship Skull 2-1, you'll play Face-to-Face by hopping on boxes to change their pictures to the target picture. With every hop, a box's picture will change in this order: Sasuke to Baron Skull to Goemon to Ebisumaru back to Sasuke.





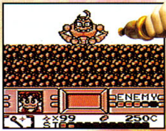
Octopus Whacking



In the Octopus's game, hit the button that corresponds to the jar with the squid in it. If you continuously hit A and B, you'll always whack those octopi.

The Legend Continues

The Mystical Ninja and his friends may have defeated the enemies on the second Black Ship Skull, but Baron Skull is still on the loose. One chapter remains in the adventure, and it will take Goemon and his clan to Skeleton Island. But like a true ninja, we'll make a mysterious exit and leave you by your lonesome to finish the final chapter.



APRIL NEWS BRIEFS

As you all know, April Fools' Day is this month, and it's also National News Month, so, in addition to celebrating the event by exchanging gifts of Dear Abby clippings and posing for the paparazzi, we're featuring two pages of breaking news. Of course, this is a once-a-year event, so after April's over, we can go back to keeping you as uninformed as possible.

The following first appeared in Ye Olde Nintendo Power Gazette from the late 1800s:

Nintendo first began in the 1800s as a 19th-Century playing card company. To honor Nintendo Power's 100-plus years of news service, we're rerunning the premiere edition of Now Playing in which we first reviewed the Hanafuda playing cards.

HANAFUDA CARDS

- Nintendo/48 Cards
- 1 to 4 players simultaneously
- They make a great gift and a neat sound when you put them in the spokes of your bicycle

SCORES

A-7.5

H-8.1

LP-10

S-8.7

W-7.9

The Future of Gaming.

GRAPHICS The illustrations on the cards are such a sumptuous treat, they would look simply dazzling adorning the walls of anyone's parlor room. Hully gee! Methinks I'm smitten!

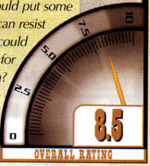
PLAY CONTROL These cards have been coated with a glossy finish that makes shuffling the cards as easy as waking to the rooster's call at dawn, slipping on your knickers, strapping on your suspenders, buckling your shoes, popping in your monocle, twisting the ends of your handlebar mustache, then putting on your derby and grabbing your cane so you can eat breakfast at the local inn while your children head off for 18 hours of backbreaking work at the steel mills!

GAME DESIGN You can play solitaire, or you can play with friends, or you can play solitaire with friends. The possibilities are endless, and I have actually spent more time counting the possibilities than playing the game.

SATISFACTION As per my previous statement, I have spent the majority of my time counting the possibilities, so I cannot tell you whether or not this game is satisfying. But by Jove, counting the possibilities sure makes for a satisfying romp!

SOUND The rippling sound the cards make when one shuffles them reminds me of those embarrassing after-supper sounds of...oh sweet heavens me! I shan't say lest I have my mouth washed out with lye!

COMMENTS Woodrow: *These cards shall put Nintendo on the gaming map! Now if only Nintendo would put some sort of mustachioed Italian on the cards! Who can resist a mustache?* Stuffington: *And perhaps the cards could feature a lovable scamp who has a mushroom for a head!* Louis-Philippe: *Are you daft, Stuffington? A mushroom for a head? It sounds as if you are two interchangeable parts short of a cotton gin!*



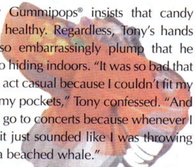
GRAPHICS=9.0 PLAY CONTROL=8.8 GAME DESIGN=8.2 SATISFACTION=8.3 SOUND=8.1

BREAKING NEWS

RUMBLE PAK SHAKES POUNDS OFF!

Dieticians have confirmed that the Rumble Pak can help you lose weight. This news comes after one avid gamer lost considerable weight in his hands after repeated use of the Rumble Pak. The gamer, who suffered from "Fat Hands Syndrome," blamed his obesity on constant exposure to his family's candy factory. His company shall remain nameless, but Tony Gummipops® insists that candy could be healthy. Regardless, Tony's hands became so embarrassingly plump that he resorted to hiding indoors. "It was so bad that I couldn't act casual because I couldn't fit my hands in my pockets," Tony confessed. "And I couldn't go to concerts because whenever I clapped, it just sounded like I was throwing Jell-O at a beached whale."

So Tony stayed indoors playing his N64. "By holding the Controller whenever my Rumble Pak rumbled, I was able to shake the pounds off my flabby hands!" Tony enthused. "Too bad I spent so much time sitting around all day that the rest of my body had become useless. If only I could go outside and show off my hands... but it's such a tiring walk to reach that darned front door! I hear that birds fly around outdoors and there's something out there called the 'sun'."

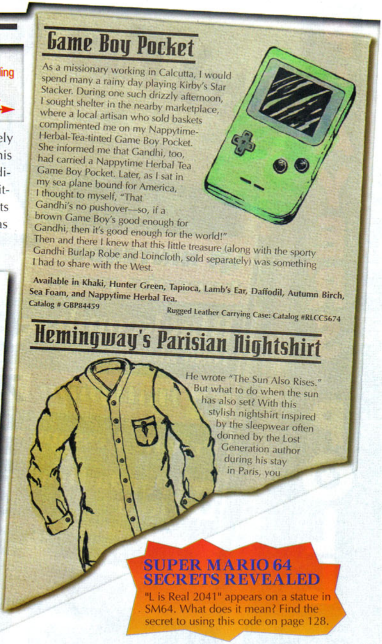


See Fists o' Fat continued on page 134.

NEW GAME BOY COLORS

Game Boy continues to be popular, especially with older gamers. However, when the thirtysomething crowd would put the Game Boys in their pockets, many of them would become aghast at how the brightly colored portables clashed grotesquely with their Dockers and cable-knit fisherman's sweaters. To remedy this accessorizing problem, Nintendo is producing a new line of limited edition Game Boy Pockets in the hopes of repeating the success of the limited Ice Blue Game Boy Pocket. The special line of Game Boy Pockets aimed at Baby Boomers will be available this April in new colors such as Khaki, Hunter Green, Tapioca, Daffodil, Sea Foam and Lamb's Ear.

Companies such as J. Peterman will begin adding Baby Boomer Game Boy Pockets to their catalogs.



Game Boy Pocket

As a missionary working in Calcutta, I would spend many a rainy day playing Kirby's Star Stacker. During one such drizzly afternoon, I sought shelter in the nearby marketplace, where a local artisan who sold baskets complimented me on my Nappytime-Herbal-Tea-tinted Game Boy Pocket. She informed me that Gandhi, too, had carried a Nappytime Herbal Tea Game Boy Pocket. Later, as I sat in my sea plane bound for America, I thought to myself, "That Gandhi's no pushover—so, if a brown Game Boy's good enough for Gandhi, then it's good enough for the world!" Then and there I knew that this little treasure (along with the sporty Gandhi Burlap Robe and Loincloth, sold separately) was something I had to share with the West.

Available in Khaki, Hunter Green, Tapioca, Lamb's Ear, Daffodil, Autumn Birch, Sea Foam, and Nappytime Herbal Tea.

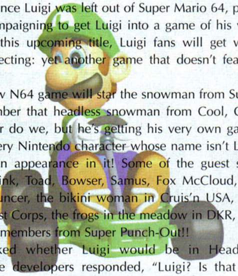
Catalog # GBP84459

Rugged Leather Carrying Case: Catalog #RLCC5674

Hemingway's Parisian Nightshirt

He wrote "The Sun Also Rises." But what to do when the sun has also set? With this stylish nightshirt inspired by the sleepwear often donned by the Lost Generation author during his stay in Paris, you

LUIGI 64!



One of Nintendo's most famous second bananas finally gets his own game! Ever since Luigi was left out of Super Mario 64, players have been campaigning to get Luigi into a game of his very own. Now, with this upcoming title, Luigi fans will get what they've been expecting: yet another game that doesn't feature Luigi!

Instead, the new N64 game will star the snowman from Super Mario 64. Remember that headless snowman from Cool, Cool Mountain? Neither do we, but he's getting his very own game, and just about every Nintendo character whose name isn't Luigi will be making an appearance in it! Some of the guest stars include: Mario, Link, Toad, Bowser, Samus, Fox McCloud, the Wave Race announcer, the bikini woman in Cruis'n USA, that bald guy from Blast Corps, the frogs in the meadow in DKR, and random audience members from Super Punch-Out!!

When we asked whether Luigi would be in Headless Snowman 64, the developers responded, "Luigi? Is that the name of one of the civilian women in GoldenEye 007? Because if that's who Luigi is, then she'll definitely be in the game."

SUPER MARIO 64 SECRETS REVEALED

"L is Real 2041" appears on a statue in SM64. What does it mean? Find the secret to using this code on page 128.

APRIL NEW RELEASES

Some surprise releases are due in April, so mark your calendar. Then again, that would ruin the surprise element of these new releases, not to mention wreck your calendar with that chicken scratch you call "writing."

Arcade's Greatest Hits: The Chuck E. Cheese Collection

The '80s are revived in yet another collection of arcade "classics." Too bad these games don't translate very well to the N64. Whack-a-Mole fails to deliver that much needed sensation of whacking a mole with a really big mallet. Moreover, the Pool Full of Colorful Plastic Balls is only fun when you can physically dive into a pool full of colorful plastic balls. Other greatest "hits" include Ski Ball, Win a Stuffed Animal by Picking It up with That Mechanical Claw-Thingie, and the Love Tester (which must have a few bugs, because it keeps saying our grips register as "Clammy" instead of "Hot Stuff").

THE LEGEND OF THE MYSTICAL DANCING BABY

Everybody's been going ga-ga for the dancing baby who's been shaking his disco diaper across websites everywhere. Bouncing baby boogie fever (try saying that five times fast!) will strike the N64 this April when the dancing baby gets his own game that will be very similar to Parappa the Rapper, only he'll be cuter ...and topless and outfitted in plastic pants. Players will have to mimic the baby's dance moves by punching in the correct Controller sequences in order to execute such dance combo moves as the Super Fly-Travolta Kick Flip, the Lambada-Macarena Two-step, and, of course, Fulgore's Eye Laser-Plasma Slice.

Hanson 64

The Hanson brothers starring in their own video game? If you feel the same way as we do about the Hansons, then you'll be the first to admit that young Taylor is by far the dreamiest of the three brothers. And rightfully so, Taylor (sigh) will be the game's hero as you guide him and his brothers backstage while kicking the living Mmmbop out of stagehands and groupies.

Kenny Rogers Rampage 64

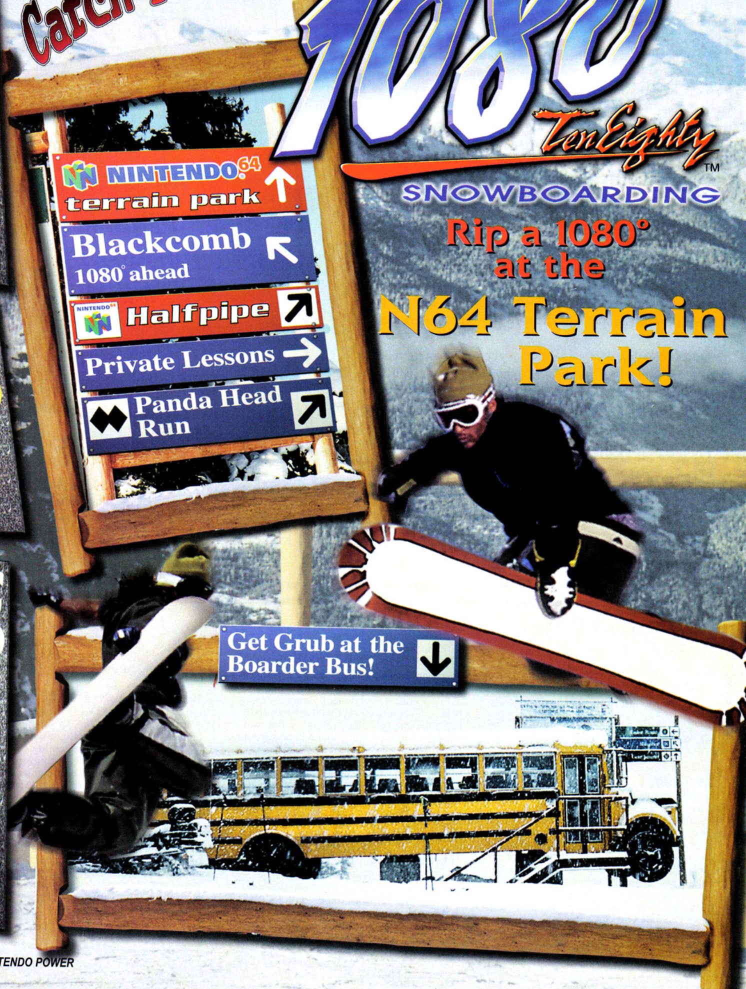
Originally planned as some down-home country fun for the N64, this game has been canceled due to Kenny Rogers's tremendous lack of popularity in the gaming community (he sure does roast a mean chicken, however). And KRR64 should be no great loss considering the game's main strategy was: You gotta know when to hold 'em, know when to fold 'em, know when to walk away, know when to run. We first mentioned Kenny Rogers in our January Bonus Issue's In and Out List, and many readers saw the blurb as a sign of a new game and/or the apocalypse. But the game won't happen, so it just goes to show that you can't believe everything you read. And that goes double when it's April Fools'.

PLAYER'S POLL CONTEST

Catch Phat Air!

1080° TenEighty™ SNOWBOARDING

Rip a 1080° at the N64 Terrain Park!


NINTENDO64 terrain park ↑
Blackcomb ↖
1080° ahead
NINTENDO64 Halfpipe ↗
Private Lessons →
Panda Head Run ↗
Get Grub at the Boarder Bus! ↓

GRAND PRIZE

BLACKCOMB
WHISTLER
HIGHER GROUND

SHRED THE SLOPES AT WHISTLER!

- Go to the **N64 snowboarding park** in British Columbia!
- Get a **Lamar snowboard!**

Just like the ones in the game!

- Take a **private lesson** with a snowboarding pro!

And

- Take home 1080° Snowboarding for your N64!

LAMAR
LAMAR

SECOND PRIZE

5 WINNERS

A LAMAR SNOWBOARD

Win one from the Tahoe Series!

And

1080° Snowboarding for the N64

1080°
TenEighty
SNOWBOARDING
NINTENDO 64
Only For

THIRD PRIZE

50 WINNERS

NINTENDO POWER T-SHIRTS

Stomp Air in a Power T

NINTENDO POWER 98

Lamar is a trademark of Lamar Snowboards, Inc.

NP PLAYER'S POLL

YOUR VOTE COUNTS!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Fill out the card and send it in! We'll tally your vote for the Power Charts and enter you in the contest!

Official Contest Rules

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 107, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 107
P.O. BOX 97062
REDMOND, WA 98073-9762

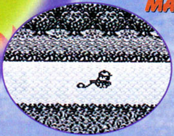
One entry per person, please. All entries must be postmarked no later than May 1, 1998. We are not responsible for lost or misdirected mail. On or about May 15, 1998, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after May 31, 1998.

GRAND PRIZE: The Grand Prize Winner will win a trip for three to Whistler/Blackcomb, British Columbia, a Lamar snowboard, and a 1080° Snowboarding Game Pak for the Nintendo 64. Exact date of the trip is to be determined. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not valid in Quebec. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

Legend of The River King GB™

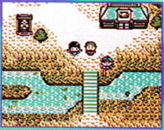
© 1997 Victor Interactive Software

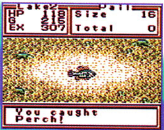
NATSUME'S LEGEND OF THE RIVER KING GB MAY SEEM AN UNLIKELY COMBINATION OF ROLE-PLAYING AND FISHING, BUT IN THE MAGICAL REALMS WHERE RPGs TAKE PLACE, ANYTHING CAN HAPPEN. WHETHER YOU'RE A FAN OF HARVEST MOON, DRAGON WARRIOR, OR BASS MASTERS CLASSIC, LEGEND OF THE RIVER KING IS THE GAME BOY CATCH OF THE DAY.



Angling for Glory

When sickness strikes your sister and threatens her life, you must gather your courage (not to mention a fishing pole and some worms) and head out to find the Guardian–a fish of great magical healing power. Your piscine adventure will take you to four watery worlds where wild animals attack and the people demand tributes of chub or smelt. Appease them with gifts of fish and you'll be able to move on. But you must also become a master angler, and you must be patient. In the end, Legend of the River King is bound to hook you.

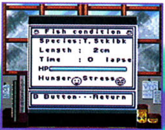




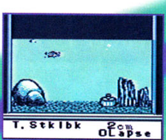
Lake2
HP 118
G 215
EX 307
Size 16
Total 0
You caught Perch!

Virtual Fish

But that's not all! In Legend of the River King GB, you also get a Tomagotchi-like game in which you hatch a fish egg and raise it to be a mighty trout or lowly eel. The virtual tank can be customized with fish-friendly items like plants, rocks, and an oxygen source to make your little fish super happy. As a proud fish-mom or pop, you'll determine the future growth of your spawn by manipulating its diet. Diligent parents will check on the condition of both the fish and tank regularly. And unlike Tomagotchi, you can turn it off.



Fish condition
Species:T.Stklbk
Length : 2cm
Time : 0 lapse
HP
Hunger Stress
B Button···Return

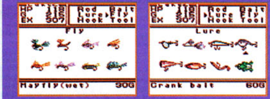


T. Stklbk 2cm
0Lapse

Get Hooked

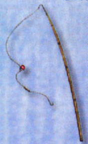
Before you can fish, you need to set yourself up with the best tackle available. The local fishing shop in each village has all the rods, bait, flies and other tools you'll need to fill your pail with fish. The more tackle you purchase, the more choices you'll have on the river, and having just the right fly or type of bait can make all the difference in the world.

A BAIT DEBATE



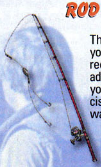
What to use? Bait, lures or flies? Even though the fly pole is expensive, fly fishing gives you the best chance of landing a fish quickly.

BAIT POLE



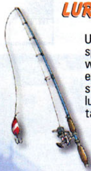
This primitive pole doesn't even have a reel. It has limited range, but it's the only pole you'll have at the beginning of the game.

ROD & REEL



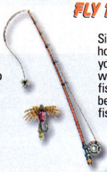
The rod and reel lets you fish with bait and reel in the line. This added flexibility lets you position bait precisely where you want it.

LURE ROD



Using lures with a special rod and reel will save you the expense of having to stock up on bait, but luring a fish to bite takes extra skill.

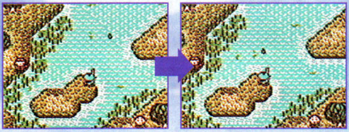
FLY ROD



Since the fish will be hooked already when you go to the underwater screen, fly fishing turns out to be easier than lure fishing.

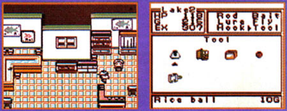
Casting Call

Mastering the fine art of casting line and hook to a precise position in the stream will give you a definite advantage. You'll have complete control of distance and direction so you can place your lure or fly just where you want it. The best strategy is to cast just upstream of a fish. If the lure splashes into the water on top of the fish, it will swim away in fright. By casting upstream of your target, your fly or lure will drift down to the fish. Presentation is everything!



When your lure is in the water, you'll see the locations of nearby fish. Cast upstream of the fish and let your lure drift down to it. You can also reel in line to keep your lure presented to the fish. Also remember to keep your HP full in order to get maximum distance on each cast.

PACK A LUNCH, OLD CHUM

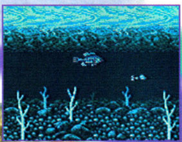


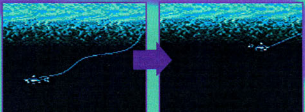
In addition to tackle, you can buy tools and items from the store. Food replenishes HP. Chum attracts fish. Larger pails hold more fish and the net makes it easy to grab them.

Fish-Cam

When the view changes to the watery domain of the fish, the real action begins. If you're using bait or a fly, the fish will be hooked and you'll have to fight it to the surface. If you're using a lure, you'll have to get the fish to bite, then fight it. The trick to reeling in a keeper is to let it run with line when it wants and reel only when it stops. When the fish reaches the surface, it automatically ends up in the net.

Some lures work near the top of the water column while others work best near the bottom. The spinner is the best overall lure.





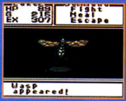
When the fish runs, let it go. Once it stops, reel the fish in until it starts to run again. Most fish won't run more than three or four times.

Torrent

In order to move on to Lake 1, you'll have to get the raft master to give you a raft. That requires catching a rainbow trout for the raft master and a cutthroat trout for his niece. You should also catch enough fish to buy the lure rod or fly rod, or better yet, both. Rainbow trout are plentiful and big, so you can earn money quickly. Stock up on every lure and fly, and extra food, before sailing downstream on the raft.

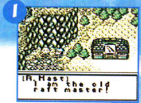
A	Cutthrout Trout
B	Bullhead
C	Gila Trout
D	Char
E	Trout
F	Rainbow Trout

FEROCIOUS CREATURES


HP 89
G 215
EX 307
Fight
Heal
Escape
Wasp appeared!

Wild animals will attack you when you move about. To fight back, wait until the fist cursor is on the animal's body, then strike.

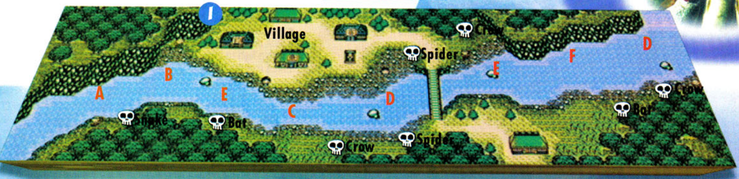
☠ : Location of Predator



[R.Mast] I am the old raft master!

THE RAFT MAN

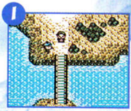
Catch a rainbow trout for the raft master, then catch a cutthroat trout for the girl in the building across the river.


1
Village
Crow
Spider
E
F
D
B
A
E
C
D
Crow
Bat
Snake
Bat
Crow
Spider

Lake 1

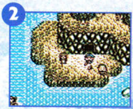
Here at the first lake, you must defeat a bear to save the village, get your raft repaired, catch smelt for the mapmaker who knows the location of a secret cave, and catch three-spined stickleback for the man with the pick. When fishing for the stickleback and smelt, use a mayfly. Cast into the reeds at location I for best stickleback results. Fish for smelt near location 2. The secret cave leads to the next area.

A	Lake Trout
B	Golden Trout
C	Smelt
D	Minnow
E	Black Bass
F	Brown Trout
G	Blue Gill
H	Darter
I	Three-spined Stickleback



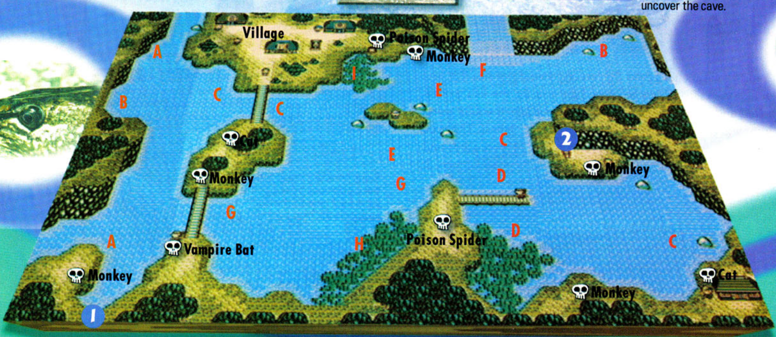
...AND BEARS, OH MY!

With full HP, look for the bear in the southwest corner. Try to strike the bruin in the brain to maximize your hits.



THE HIDDEN PASSAGE

Once you have the pick, return to the cliff near the mapmaker and use the tool on the large stone. You'll uncover the cave.

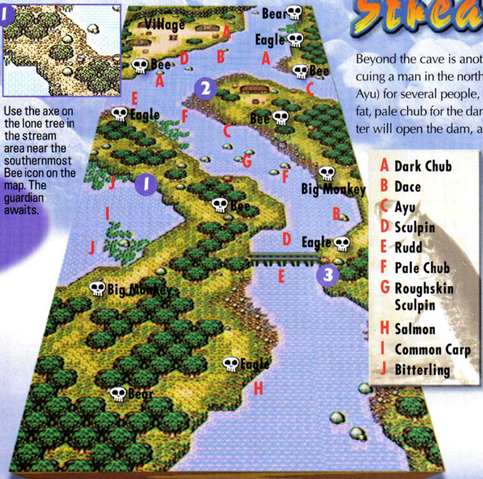

Village
A
Poison Spider
Monkey
B
F
I
E
B
C
C
Cat
C
2
Monkey
E
Monkey
D
G
G
Poison Spider
D
A
Vampire Bat
H
C
Monkey
Cat
Monkey
1

Stream

Beyond the cave is another river area. In this region, you're job entails rescuing a man in the northern part of the river, catching sweetfish (also called Ayu) for several people, giving the grandfather your teacup, and catching a fat, pale chub for the dam master's daughter. If you do all this, the dam master will open the dam, allowing you to reach Lake 2. The biggest chub are found near the grandfather.

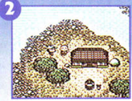
SECRET POND

Use the axe on the lone tree in the stream area near the southernmost Bee icon on the map. The guardian awaits.


Village
Bear
Eagle
Bee
A
D
B
A
Bee
2
C
E
Eagle
F
Bee
C
G
F
Big Monkey
J
1
Bee
I
B
J
D
Eagle
E
3
Big Monkey
Eagle
H
Bear

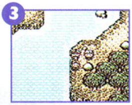
A	Dark Chub
B	Dace
C	Ayu
D	Sculpin
E	Rudd
F	Pale Chub
G	Roughskin Sculpin
H	Salmon
I	Common Carp
J	Bitterling

A SPOT OF TEA



Give the teacup to the old man near the building. In return, he'll give you a piece of charcoal, which you'll use later.

ONLY THE BEST CHUB

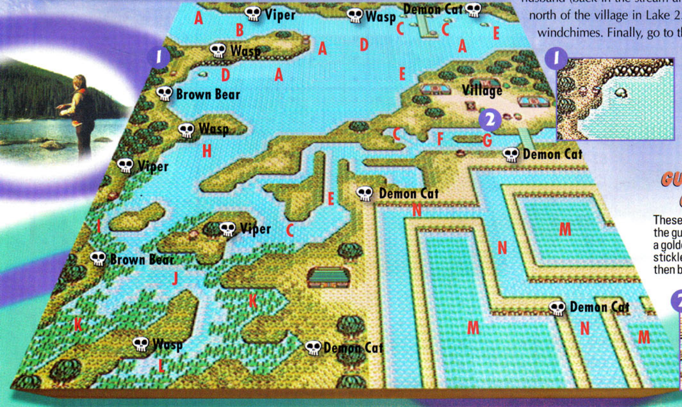


Fish for chub using a stonefly (wet) on the riverbank to the east of the old man to whom you gave a teacup.

Lake 2

At Lake 2, you'll begin by catching a willow gudgeon and a slender gudgeon for the old lumberjack. In return, you'll get the axe, which gives you access to the secret pond. The two kids reveal the location of the guardian. At the restaurant in the south, give the owner your lump of charcoal after helping her husband (back in the stream area) and her son (just north of the village in Lake 2.) She'll give you the windchimes. Finally, go to the pond.

A	Carp
B	Eel
C	Topmouth Gudgeon
D	Crucian
E	Klifish
F	Perch
G	Slender Gudgeon
H	Willow Gudgeon
I	Snakehead
J	Catfish
K	Nine-spined Stickleback
L	Shrimp
M	Loach
N	Golden Carp


A
Viper
Wasp
Demon Cat
B
C
C
E
1
Wasp
A
D
A
D
A
E
Brown Bear
Village
Wasp
2
C
F
G
H
Demon Cat
Viper
E
Demon Cat
N
I
Viper
C
M
N
Brown Bear
J
K
Demon Cat
K
N
M
M
Wasp
Demon Cat
L

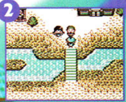
AXE FOR HELP

1

Catch a slender gudgeon near the village and a willow gudgeon near the old lumberjack. Use a stonefly for fast results.

GUARDING THE GUARDIAN

These two hold the secret to the guardian's location. Catch a golden carp and nine-spined stickleback south of town, then bring the fish back.



Power Fishing

The chart below is the ultimate tool for any angler. With this information, combined with the fish location maps on the previous pages, you'll be able to identify where the fish are and what you need to use to catch them. Fish may bite on any of the baits, lures or flies indicated with a dot on the chart below, but some items seem extra tantalizing to some species. Don't hesitate to experiment.

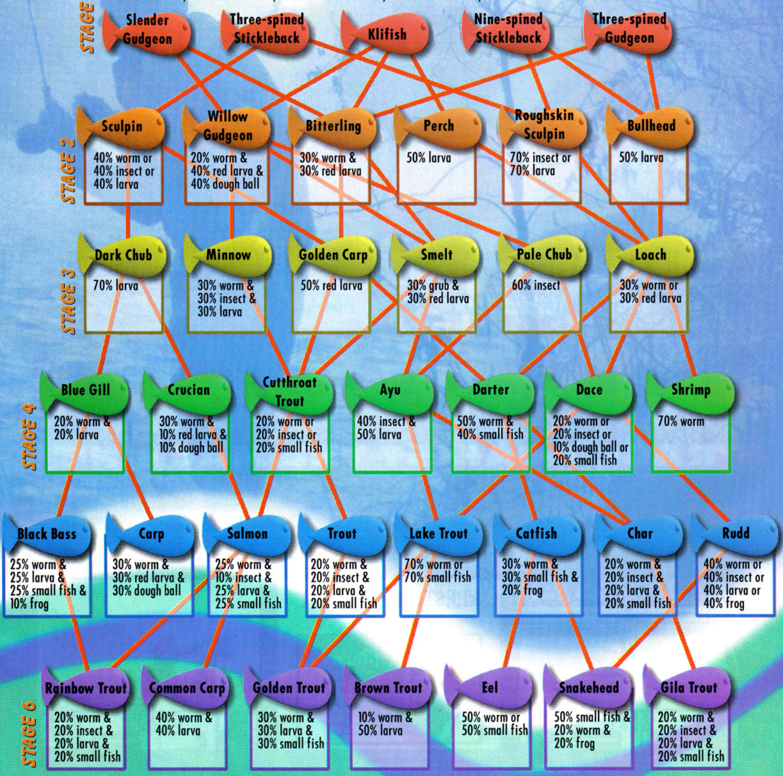
				BAIT								LURE								FLY							
		Size (cm)	Hook Size	Worm	Grub	Insect	Red Larva	Larva	Small Fish	Frog	Dough Ball	Spinner	Spinner Bait	Minnow	Worm	Spoon	Frog	Crank Bait	Hopper	Mayfly W	Matfly D	Caddis Fly W	Caddis Fly D	Diptera W	Diptera D	Stonefly W	Stonefly D
TORRENT	BULLHEAD	8-12	S					●				●								●	●						
	CHAR	33-47	SM	●		●		●	●	●		●		●	●	●	●			●	●	●	●	●		●	
	CUTTHROAT TROUT	18-32	SM	●		●		●	●			●		●	●	●				●	●	●	●	●		●	
	GILA TROUT	38-62	ML	●	●	●		●		●		●		●	●	●	●			●	●	●	●	●	●	●	●
	RAINBOW TROUT	43-67	ML	●	●			●	●	●	●	●	●	●	●	●	●		●			●	●			●	
	TROUT	33-47	SM	●		●			●	●		●		●	●	●	●			●	●	●	●	●		●	
LAKE 1	BLACK BASS	38-62	SML	●		●		●	●	●		●	●	●	●	●	●	●	●	●	●	●	●	●		●	
	BLUE GILL	18-32	SM	●		●		●	●	●		●		●	●		●			●	●	●	●	●		●	
	BROWN TROUT	47-83	ML					●	●	●	●	●		●		●	●	●				●	●			●	
	DARTER	12-20	S	●					●			●			●	●				●		●		●		●	
	GOLDEN TROUT	43-67	ML	●		●		●	●	●		●		●	●	●	●			●	●	●	●	●		●	
	LAKE TROUT	33-57	M	●	●				●	●		●	●	●	●	●	●		●			●	●			●	
	MINNOW	12-20	SM	●	●	●	●	●				●	●	●	●					●	●			●	●	●	
	SMELT	11-19	S		●		●					●								●	●			●		●	
	THREE-SPINED STICKLEBACK	3-7	S					●												●	●			●		●	
STREAM	AYU	18-32	SM			●	●					●								●	●	●	●	●	●	●	●
	BITTERLING	7-11	S	●			●				●	●			●							●	●			●	
	COMMON CARP	62-98	ML	●			●				●	●		●	●					●		●		●		●	
	DACE	23-37	SM	●	●	●	●	●	●	●	●	●		●	●	●	●			●	●	●	●	●		●	
	DARK CHUB	13-21	S					●				●			●	●						●	●			●	
	PALE CHUB	12-20	S		●	●	●	●			●	●			●					●	●	●		●		●	
	ROUGHSKIN SCULPIN	10-18	S				●		●		●				●					●	●	●	●	●		●	
	RUDD	33-57	SM	●		●	●	●	●	●		●		●	●		●			●		●		●		●	
	SALMON	33-47	SM	●		●		●	●			●		●	●					●	●	●	●	●		●	
	SCULPIN	10-18	S	●	●			●	●			●			●	●				●		●		●		●	
LAKE 2	CARP	33-47	SM	●			●				●	●			●							●				●	
	CATFISH	38-62	ML	●					●	●		●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
	CRUCIAN	16-24	S	●			●				●	●			●							●				●	
	EEL	87-117	L	●					●			●			●	●											
	GOLDEN CARP	12-20	S	●			●					●			●							●				●	
	KLIFISH	2-6	S				●													●	●			●		●	
	LOACH	14-22	S	●			●					●			●					●		●		●		●	
	PERCH	9-17	S			●		●	●			●		●	●					●	●			●	●	●	●
	NINE-SPINED STICKLEBACK	3-7	S		●		●															●	●			●	
	SHRIMP	14-22	S	●											●												
	SLENDER GUDGEON	4-8	S	●			●	●			●	●			●					●		●		●		●	
	SNAKEHEAD	62-98	L	●					●	●		●	●	●	●	●	●	●	●	●		●		●		●	
	TOPMOUTH GUDGEON	4-8	S	●			●				●	●			●							●	●			●	
	WILLOW GUDGEON	8-12	S	●	●		●				●	●			●							●				●	

Power Parenting

Taking care of a growing trout or carp isn't that hard, but you have to stay on top of things. Check the condition of your fish and the tank often and use the diet chart below to shape your offspring's future. The setting of the tank also influences growth. Trout prefer shallow water with a current, while carp prefer deeper, still ponds.

THEY ARE WHAT THEY EAT

The chart below shows the developmental routes that fish will take depending on the diet you feed them. For instance, if the Slender Gudgeon is to develop into a Willow Gudgeon, you'll have to feed it a diet of 20% worms, 40% red larva and 40% dough ball. If you want it to become a Bitterling, you'll need to feed it 30% worms and 30% red larva. The other 40% is up to you. Follow the recipes below to create any of the final seven species.



STAGE 1
- **Slender Gudgeon**
- **Three-spined Stickleback**
- **Klifish**
- **Nine-spined Stickleback**
- **Three-spined Gudgeon**

STAGE 2
- **Sculpin**: 40% worm or 40% insect or 40% larva
- **Willow Gudgeon**: 20% worm & 40% red larva & 40% dough ball
- **Bitterling**: 30% worm & 30% red larva
- **Perch**: 50% larva
- **Roughskin Sculpin**: 70% insect or 70% larva
- **Bullhead**: 50% larva

STAGE 3
- **Dark Chub**: 70% larva
- **Minnow**: 30% worm & 30% insect & 30% larva
- **Golden Carp**: 50% red larva
- **Smelt**: 30% grub & 30% red larva
- **Pale Chub**: 60% insect
- **Loach**: 30% worm or 30% red larva

STAGE 4
- **Blue Gill**: 20% worm & 20% larva
- **Crucian**: 30% worm & 10% red larva & 10% dough ball
- **Cutthroat Trout**: 20% worm or 20% insect or 20% small fish
- **Ayu**: 40% insect & 50% larva
- **Darter**: 50% worm & 40% small fish
- **Dace**: 20% worm or 20% insect or 10% dough ball or 20% small fish
- **Shrimp**: 70% worm

STAGE 5
- **Black Bass**: 25% worm & 25% larva & 25% small fish & 10% frog
- **Carp**: 30% worm & 30% red larva & 30% dough ball
- **Salmon**: 25% worm & 10% insect & 25% larva & 25% small fish
- **Trout**: 20% worm & 20% insect & 20% larva & 20% small fish
- **Lake Trout**: 70% worm or 70% small fish
- **Catfish**: 30% worm & 30% small fish & 20% frog
- **Char**: 20% worm & 20% insect & 20% larva & 20% small fish
- **Rudd**: 40% worm or 40% insect or 40% larva or 40% frog

STAGE 6
- **Rainbow Trout**: 20% worm & 20% insect & 20% larva & 20% small fish
- **Common Carp**: 40% worm & 40% larva
- **Golden Trout**: 30% worm & 30% larva & 30% small fish
- **Brown Trout**: 10% worm & 50% larva
- **Eel**: 50% worm or 50% small fish
- **Snakehead**: 50% small fish & 20% worm & 20% frog
- **Gila Trout**: 20% worm & 20% insect & 20% larva & 20% small fish

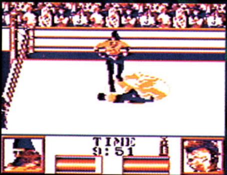
RING RAGE™

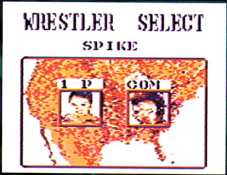
©Taito 1993

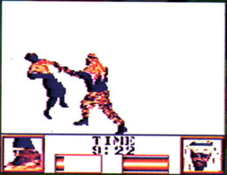
MIX WRESTLING, KICK BOXING AND MARTIAL ARTS, ADD A MEAN DOSE OF AGGRESSION, THEN THROW IT ALL INTO A CAGE. WHAT DO YOU GET? ONE BEAT-UP PULP. IT COULD HAPPEN TO YOU, BUT NOT IF WE CAN HELP IT.

RAGE AGAINST THE MACHINE

Think your hands are quicker than the eye or, better yet, Ring Rage's CPU? You'd better think twice, for Taito's new extreme fighting game will give your fingers a workout like no other. And it's more than a test of dexterity. Ring Rage packs the punches in arenas where you're free to fight, climb, or run.





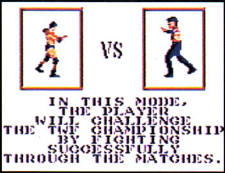


CRUISING FOR A BRUISING

Fighters of all disciplines can butt heads in Ring Rage's three modes of fighting. Whether you're sparring with a friend, the CPU or through the five-round elimination tourney, the ring will rage and some heads will roll.

TOURNAMENT

Tournament mode takes you on the Taito Wrestling Federation (TWF) five-stop tour. The first four stops are in the U.S., where you'll battle against the other four fighters. If you defeat all four, it's off to Calgary to battle in the TWF title

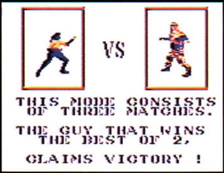


VS

IN THIS MODE,
THE PLAYER
WILL CHALLENGE
THE TWF CHAMPIONSHIP
BY FIGHTING
SUCCESSFULLY
THROUGH THE MATCHES.

1P EXTRA MATCH

The TWF title won't be on the line, but your pride and well-being will. In this CPU matchup, you'll be free to pick your opponent and in which arena you'll settle your grudge. Two wins out of three will determine the winner.



VS

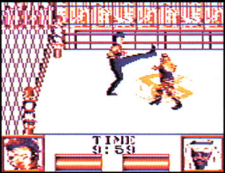
THIS MODE CONSISTS
OF THREE MATCHES.

THE GUY THAT WINS
THE BEST OF 2,

CLAIMS VICTORY !

2P EXTRA MATCH

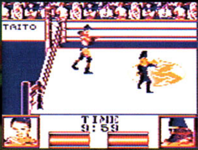
Fighting amongst friends is never pretty, but 2P Extra Match can at least make it fun. By connecting two Game Boys with a Game Link, you and a friend can duke it out mashing buttons and one another in this three-round fight.



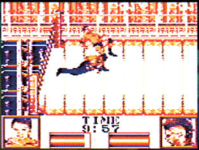
A THREE-RING RAGING CIRCUS

The TWF holds its transcontinental matchups in three types of rings. Miami, Calgary and Los Angeles feature normal wrestling rings, while Chicago features a wrestling ring locked inside a steel cage. In New York, the TWF replaces the wrestling ring's elastic ropes with a much less forgiving chain-link fence.

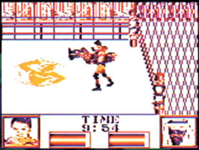
NORMAL

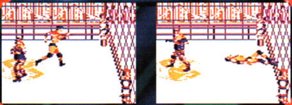


STEEL



CHAIN-LINK



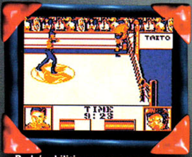


The normal ring and steel cage are visually different but functionally the same. New York's chain-link cage, however, is a unique arena. Fight in the middle of the cage to avoid crashing into the side fences and taking damage.

GUNBOAT RODY

Schwarzenegger isn't the only big bruiser from Austria. Rody may not have a movie career in his future, but the Austrian wrestler will win fame with his Clothesline.

YOU	COMMAND	OPPONENT UP	OPPONENT DOWN
Standing	a	Cannon Kick	Destroyer Stomp
	b	Rabbit Punch	Destroyer Stomp
	a+b	Cannon Kick	Pancake
Running	a	Drop Kick	Elbow Drop
	b	Lariat Attack	Lariat Attack
	a+b	Shoulder Tackle	Shoulder Tackle
Turnbuckle	a	Diving Elbow Drop	Diving Elbow Drop
	b	Diving Elbow Drop	Diving Elbow Drop
	a+b	Turnbuckle Bomb	Turnbuckle Bomb



Rody's abilities are average, so you'll need to clobber cleverly. Get the jump on your foe by pressing A and B simultaneously to climb onto the turnbuckles.

SPIKE

Beware of Spike the punk rocker's boots—his Doc Marten's deal lots of damage. At 7'6", Spike is the tallest fighter, and that's not including his mohawk!

YOU	COMMAND	OPPONENT UP	OPPONENT DOWN
Standing	a	Fire Kick	Body Smash
	b	Quick Punch	Body Smash
	a+b	Fire Kick	Pancake
Running	a	Jumping Knee Blow	Guillotine Drop
	b	Jumping Knee Blow	Fist Drop
	a+b	Knee Drop	Knee Drop
Turnbuckle	a	Diving Knee Drop	Diving Guillotine Drop
	b	Diving Knee Drop	Diving Guillotine Drop
	a+b	Turnbuckle Bomb	Turnbuckle Bomb

Spike has a long reach, but he moves clumsily. As an opponent, he's one of the toughest to fight, and small, quick fighters like Yasha are his perfect foil.

YASHA

Yasha is the master of quick attacks, such as his Mt. Fuji Drill move. While running, hold the Control Pad in the direction you're dashing while pressing B.

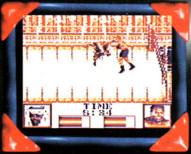
YOU	COMMAND	OPPONENT UP	OPPONENT DOWN
Standing	a	Front Kick To Waist	Bone Stomp
	b	Straight Punch	Bone Stomp
	a+b	Airplane	Pancake
Running	a	Knee Drop	Knee Drop
	b	Penetrating Punch	Penetrating Punch
	a+b	Scissor Leg Attack	Scissor Leg Attack
Turnbuckle	a	Scissor Leg Attack	Scissor Leg Attack
	b	Diving Knee Drop	Diving Knee Drop
	a+b	Turnbuckle Bomb	Turnbuckle Bomb

Yasha hails from Japan and holds a black belt in karate. By far, he's the quickest and most agile of the brawlers, making him a superior defensive fighter.

SHADAM

Shadam is fairly speedy and his strong suit is his running attacks. Use them on opponents who have just offensively catapulted themselves from the ropes.

YOU	COMMAND	OPPONENT UP	OPPONENT DOWN
Standing	a	Double Kick	Drill Stomp
	b	Desert Punch	Drill Stomp
	a+b	Double Kick	Pancake
Running	a	Spinning Attack	Spinning Attack
	b	Hyper Punch	Hip Press
	a+b	Front Knee Drop	Front Knee Drop
Turnbuckle	a	Diving Knee Drop	Diving Hip Press
	b	Diving Knee Drop	Diving Hip Press
	a+b	Turnbuckle Bomb	Turnbuckle Bomb

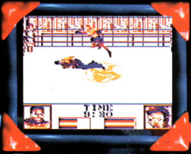


The Middle Eastern wrestler is a pro at bulldozing opponents with offensive maneuvers like his Front Knee Drop. A solid hit will knock your foe to the mat.

"KO" JOE

"KO" isn't the average Joe. California's light-footed kick boxer floats like a butterfly and is particularly quick with follow-up punches and kicks.

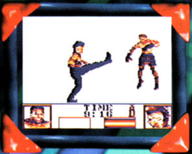
YOU	COMMAND	OPPONENT UP	OPPONENT DOWN
Standing	a	Belly Kick	Jelly Stomp
	b	Wild Jab	Jelly Stomp
	a+b	Belly Kick	Pancake
Running	a	Flying Kick	Flying Kick
	b	Straight Punch	Straight Punch
	a+b	Knee Blow	Knee Blow
Turnbuckle	a	Diving Knee Blow	Diving Knee Blow
	b	Diving Knee Blow	Diving Knee Blow
	a+b	Turnbuckle Bomb	Turnbuckle Bomb



The opponent may be able to roll out of the way if the player can repeatedly hit the A or B Button fast enough, but Joe is always quick on the offensive.

THE POWER METER

If your opponent is close enough, he'll grapple with you and your Power Meter will appear. By rapidly tapping A or B, you can fill up the meter. If you fill up 25% of it, you'll do a body blow. If you fill the meter halfway while pushing down, you'll shove your foe into the ropes. If you push to the left or right as you reach 85% power, you'll throw your opponent. For your finish blow, hit 100% while pushing up. And while you'll need quick fingers, Ring Rage is far from being pure button mashing.



ARENA

Are you game?

THE CHALLENGES

SUPER HAPPY SCORING

Yoshi's Story is quite a tale. Is it one for your record books? Find out by sending us a photo of your highest score for Treasure Hunt in Trial Mode.

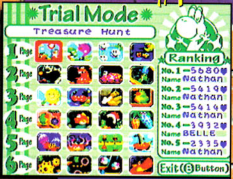
GO FOR THE GOLD

The Olympic Games may be over for '98, but we'd like to know if you've got what it takes to be an Olympian. Prove yourself by sending us a snapshot of your best rankings for any of Nagano's 12 events.

ISLAND SPEED RECORD

Make a splash in Arena by sending us your top times from your choice of Sherbet Island race tracks: Whale Bay, Crescent Island, Pirate Lagoon or Treasure Caves. The top 25 racers for each course will win Power Stamps!

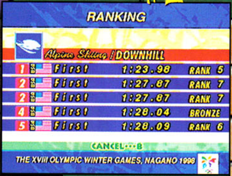
#1



No. 1 – 5680
Name Nathan
No. 2 – 5419
Name Nathan
No. 3 – 5414
Name Nathan
No. 4 – 3932
Name BELLE
No. 5 – 2335
Name Nathan

YOSHI'S STORY

#2

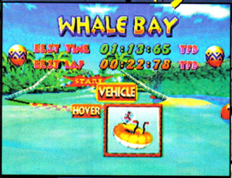


Alpine Skiing / DOWNHILL

1	USA	First	1:23.98	RANK 5
2	USA	First	1:27.87	RANK 7
2	USA	First	1:27.87	RANK 7
4	USA	First	1:28.04	BRONZE
5	USA	First	1:28.09	RANK 6

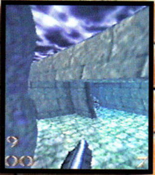
NAGANO WINTER OLYMPICS '98

#3



BEST TIME 01:13:65 TFD
BEST LAP 00:22:78 TFD

DIDDY KONG RACING



HIDE + SEEK

This screen shot appears somewhere else in the pages of NP. Do you recognize which game it's from?

NP SCOREBOARD

SUPER MARIO 64

152 Coins in Wet-Dry World (Vol. 97)

Justin Goode	Greens Fork, IN
Jonathan Hsiao	Apple Valley, MN
Ryan Johnson	New York, NY
Cary Killough	Camden, TN
Darren Krafka	Fremont, NE
Steven Merkel	Clearwater, FL
Casey Nguyen	Easton, PA
Scott Pardo	Ballwin, MO
Gonzalo Perez	Gardena, CA
Bryan Razzano	Shrewsbury, MA
Grant Roper	North Bloomfield, OH
Joe Ruessing	Sullivan, MO
Jason Semko	El Paso, TX
Troy Sherman	Gulliver, MI
David Soohoo	Huntington, NY
Mark Squier	Oswego, IL
Brad Trinkner	Somerdale, NJ

DIDDY KONG RACING

Random winners for Where Am I? (Vol.104)

Sarah Enelow	Spicewood, TX
Jeff Gregory	Marysville, OH
Michael Gulley	Moreno Valley, CA
Jesse Josefsson	Palo Cedro, CA
Mike Lambert	Scottsdale, AZ
Andrew Marks	Clive, IA
Anthony Padilla	Carmichael, CA
Timothy Plaza	Staten Island, NY
Ryan Thompson	Collingwood, OT
Charles Williams	Tustin, CA

HARVEST MOON

Millionaire farmers (Vol. 103)

Jerry Lim	Rosemead, CA	1,386,310
Peter DeVenuta	Bayonne, NJ	1,273,420
Ryan Hutchinson	Lexington, KY	1,109,660
Phillip Sharpless	Jackson, MS	1,102,970

TRY THIS!

RECON MISSION GOLDENEYE 007

James Bond must infiltrate the Silo, but if he's going to sneak through it safely, you'll have to scout out the area first. Her Majesty's Secret Service has made a list of things for you to check while you're exploring the Kirghizstani base. Do it for England.

1. In fuel room H4, how many purple buttons are on the small computer unit? ______
2. How many "No smoking" signs are in the Silo? ______
3. What three yellow letters appear near the ceilings of the silos? __________
4. How many computer monitors in the Silo are showing a face on screen? ______
5. How many crates are in fuel room C3? ______
6. How many barrels are in fuel room K2? ______
7. How many computer screens are in fuel room A1? ______
8. In the final silo that leads to the computer rooms and elevator, what is painted in yellow below "4-A1"? __________
9. How many light fixtures are there in the elevator? ______
10. How many scientists are in Silo? ______

QUIZ

SPELLBOUND

Nintendo's games and characters may be regular parts of your vocabulary, but they aren't a part of our computer's language. In fact, when we let our computers check our spelling, they'll replace names like Dash Rendar with Dash Reindeer. Can you guess what these spell-checked games and characters are supposed to be?

1. Choirboy
2. Terrace: Battle of the Banisters
3. Alex Throwback
4. Folkway Lambert
5. Undress
6. Pygmy Danger
7. Tawdriest Attack
8. Bobs Feet

Can you carry the Big Bob-omb to the bottom of the mountain in Super Mario 64?
—A TWISTED CHALLENGE FROM TRAVIS GILBERT OF SPRINGHILL, NS

In DKR, can you fly "slalom" between all the flags in Taj's plane challenge and win?
—A TWISTED CHALLENGE FROM ORJAN TVETERAAS OF HOUSTON, TX

MARIO KART 64

Best Times for Kalimari Desert (Vol.103)

Chris Manocheh	Glen Arm, MD	:52.65
Kyle Robbins	San Diego, CA	1:12.23
Robert Coulson	Phoenix, AZ	1:27.29
Chris Gonzales	Phoenix, AZ	1:35.01
Steve Roof	Canton, OH	1:35.10
Keith Dowdall	Attleboro, MA	1:38.28
Jack Sweeney	Santa Clara, CA	1:40.89
Henry Chang	Duluth, GA	1:41.52
Ricky Bogatek	Nobleton, OT	1:45.08
Chad Fredericks	Olympia, WA	1:46.61
Stephane Paradis	Montmagny, PQ	1:47.04
Stephen Austen	Phoenix, AZ	1:47.60
Mike Vollmer	Great Bend, NY	1:47.96

DONKEY KONG LAND 3

Best Time Attacks for the Tree Level (Vol. 104)

Matthew Partin	Fort Atkinson, WI	1:13.85
Matthew Mason	Fargo, ND	1:22.00
Tariq Rafiq	Chicago, IL	1:22.00

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP (for a complete list of qualifiers, surf to www.nintendo.com).

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights and then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than May 10, 1998.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWER TO VOLUME 105
WHERE AM I?:
Everfrost Peak & Star City

ANSWERS TO VOLUME 106
ENDGAME QUIZ:
1. Doom 64
2. Star Fox 64
3. Earthworm Jim 2
4. War Gods
5. Mortal Kombat Mythologies: Sub-Zero
6. The Legend of Zelda: A Link to the Past

HIDE & SEEK: page 93

Nintendo
Game Boy
N64
Super NES

NOW PLAYING

Your Power Guide To The Latest Releases
April 1998

KOBE BRYANT'S NBA COURTSIDE

- Nintendo/96 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- NBA and NBA Players Associations licenses

SCORES
D-8.3
H-8.4
J-6.7
P-7.6
SP-8.1

The best hard court action on the N64.

GRAPHICS The number and quality of the animated moves are very impressive. Players smoothly execute stunning moves to the basket that will leave you breathless. Small touches like personalized celebrations, crowd movement and the lighting effects like reflections on the court add even more to the realism.

PLAY CONTROL You can do just about anything in Courtside, but it will take a little while to learn which button activates which move since all the C buttons come into play, not to mention the R and Z buttons.

GAME DESIGN Everything you want in a sim is here-seasons, trading, creation of players, championships, NBA and players association licenses, realistic action, graphics and sound.The development team paid particular attention to realistic AI for CPU players.

SATISFACTION It's fun and full-featured, packed into a mere 96-megabit Pak. With all the trading and creation options, the replay value is very high.

SOUND Expect some of the best play-by-play announcing ever. The crowd noise is interactive, but sort of a steady background drone that can be annoying.

COMMENTS Terry: *Exceptional graphics. The attention to animation details surpasses any other sports game for the N64.* Scott: *The game is challenging but fun, and ultra realistic.* Henry: *The amount of detail in the game is second to none.*

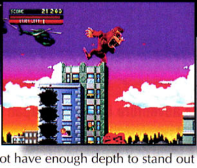
7.8
OVERALL RATING

GRAPHICS=8.3 PLAY CONTROL=7.3 GAME DESIGN=7.9 SATISFACTION=7.7 SOUND=8.3

RAMPAGE: WORLD TOUR

- Midway/96 Megabits
- 1 to 3 players simultaneous
- 200 stages

TEEN T AGES 13+ CONTENT RATED BY ESRB



Eat people and influence monsters on the N64.

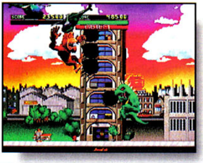
GRAPHICS The thing about Rampage is that it looks good when you compare it to the arcade Rampage, but as a 2-D side-scroller it certainly isn't as pretty as Yoshi's Story. Even so, the animation of monsters rampaging through cities, stomping buildings, and scooping up slow citizens is outrageous enough to make players laugh out loud.

PLAY CONTROL There's not a lot to master, and that's the idea. Anyone can pick up Rampage, or join in a game, and feel at home almost immediately.

GAME DESIGN Rampage for the N64 is very similar to the arcade game, except it probably looks better than the quarter-munching original. Don't expect major changes in levels, moves or special stuff, although there are some differences.

SATISFACTION People either love it or hate it, and that seems to have a lot to do with whether they play the game as a multiplayer game or not. Rampage may not have enough depth to stand out as a single-player game. But if two or three friends are stomping together, Rampage is a blast.

SOUND All is madness, roars, explosions, tiny human shrieks. It sounds just right.



COMMENTS Erich: *If you liked the original game, you'll like this.* Terry: *You'll have more fun if you play the game with two other friends.*

SCORES

D-4.7

H-5.9

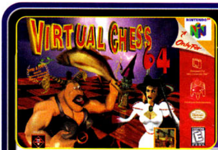
M-8.7

SP-7.2

S-7.4

6.9 OVERALL RATING

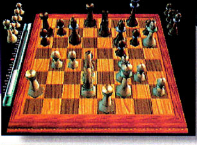
GRAPHICS=**7.4** PLAY CONTROL=**7.0** GAME DESIGN=**6.1** SATISFACTION=**6.9** SOUND=**7.6**



VIRTUAL CHESS 64

- Titus/32 Megabits
- 1 to 4 players simultaneous
- Controller Pak compatible
- Tutorial mode
- Unlimited take backs

EVERYONE E CONTENT RATED BY ESRB



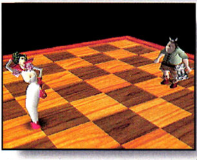
Titus challenges the world with the game of kings.

GRAPHICS The board and pieces look nice, but the board rotation feature needs tweaking. After a game or two, the battle mode doesn't add much. You can also play with one of four 2-D boards and sets of pieces.

PLAY CONTROL The basic controls for moving pieces is very intuitive, but the Cursor/Control Stick interface seems loose. The L Button controls take back moves and the cross pad rotates the board. Resuming the game after making a take back move can be awkward.

GAME DESIGN We expected more variety in the boards and pieces, but the essential chess engine is good enough to challenge anyone. Titus the Fox teaches basic moves, rules, and strategies, including mate and end game strategies.

SATISFACTION If you want a good chess match, or if you want to learn to become a good chess player, Virtual Chess 64 can't be beat. If you're expecting a wild, animated battle and stunning 3-D, you won't find it here.



SOUND The music is very mellow and it adds virtually nothing to the game. The sound cues can be helpful since they warn of check situations or incorrect moves. You can turn down the music and the sound individually.

COMMENTS Terry: *The AI is pretty good and the game even gives you suggestions for moves.* Henry: *The horrible battle scenes are just weird and the movement controls are too sensitive.*

SCORES

H-5.0

J-7.4

SP-5.4

S-4.5

T-5.7

5.4 OVERALL RATING

GRAPHICS=**5.5** PLAY CONTROL=**4.5** GAME DESIGN=**5.8** SATISFACTION=**5.8** SOUND=**5.2**

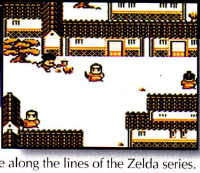
GAME BOY

KONAMI
Mystical Ninja
starring GOEMON
KONAMI

MYSTICAL NINJA STARRING GOEMON

- Konami/2 Megabits
- 1 player
- Passwords
- 5 stages

EVERYONE E CONTENT RATED BY ESRB



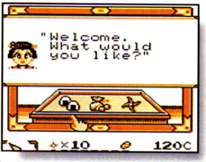
SCORES

- E-7.2
- J-7.1
- SP-5.4
- S-7.2
- T-7.0

Goemon's adventure in ancient Japan for Game Boy.

GRAPHICS The overhead perspective and large areas give you a sense of size and the freedom to roam around the world. Some elements, however, are difficult to distinguish, and that can lead to disaster when you step into a pit or encounter some other hazard.

PLAY CONTROL Shooting special shots and attacking enemies feels natural, but the speed of shots outpaces the speed of your character, making dodging difficult. Movement of your character also includes the ability to jump over obstacles like rivers.



"Welcome. What would you like?"

×10 120C

GAME DESIGN Konami has mixed some RPG and action elements together to make an adventure game along the lines of the Zelda series. Enemies regenerate when you return to an area, so retracing your steps seems tedious.

SATISFACTION Although the graphics are not nearly as ornate as those in Zelda: Link's Awakening, and the game isn't as complex as Zelda, players should find Goemon to be quite a challenge. Unfortunately, part of that challenge is because of some of the movement difficulties you'll encounter during battles.

SOUND The music has an oriental sound in keeping with the historical Japanese setting of the game.

COMMENTS Scott: *Don't expect to get a smaller version of the N64 game.* Jason: *The minigames are a blast, but the main game is sort of a drag.*

6.7
OVERALL RATING

GRAPHICS=**6.8** PLAY CONTROL=**6.4** GAME DESIGN=**7.0** SATISFACTION=**6.8** SOUND=**6.4**

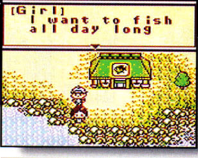
GAME BOY

Legend of The River King
NATSUME

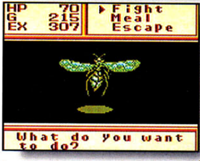
LEGEND OF THE RIVER KING

- Natsume/2 Megabits
- 1 player
- Battery-backed memory
- 4 levels
- 2 game modes

EVERYONE E CONTENT RATED BY ESRB



[Girl]
I want to fish all day long



HP 70
G 215
EX 307
▶Fight
Meal
Escape

What do you want to do?

SCORES

- E-6.1
- J-8.3
- SP-7.2
- S-7.8
- T-7.9

Something fishy this way comes on Game Boy.

GRAPHICS If you play River King on Super Game Boy, you're in for a treat. The background and color palettes are exceptional and detailed. You can even see the little fish in the water. The RPG game has three graphic modes: overworld, underwater fishcam, and fighting mode for battling wild animals. All three modes are well done, although the fist cursor in the fighting mode is too small.

PLAY CONTROL The most demanding control in this game takes place when you cast your line. During casting, you have complete control of direction and distance.

GAME DESIGN The RPG is an interesting mix that can be entertaining and challenging. The secondary game–a Tomagotchi-like virtual fish tank–seems tacked on and unnecessary.

SATISFACTION Legend of the River King won't be everyone's cup of tea, but for gamers who enjoyed Harvest Moon or other unusual RPGs such as E.V.O. from Enix, River King should be quite the catch.

SOUND Sound clues play an important part in catching fish.

COMMENTS Scott: *It's not your average RPG, but it's goal oriented and there's a lot of variety. I was hooked right away.* Jason: *Unconventional fun, impressive graphics, and it inspires Scott and Terry to make bad puns.* Erich: *The RPG element is strong, but the fishing action is pretty simple.*

7.4
OVERALL RATING

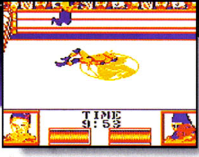
GRAPHICS=**7.8** PLAY CONTROL=**7.0** GAME DESIGN=**7.8** SATISFACTION=**7.4** SOUND=**6.6**

GAME BOY
RING RAGE
NATSUME

RING RAGE

- Natsume/1 Megabit
- 1 or 2 players simultaneous
- 3 game modes
- 5 fighters

EVERYONE E CONTENT RATED BY ESRB



SCORES

E-5.3

J-6.0

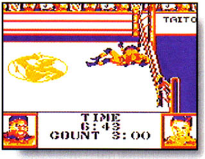
SP-5.0

S-4.0

T-4.2

Fighters from around the world mix it up on Game Boy.

GRAPHICS The level of detail is very good in Ring Rage. Even the crowd is animated. Fighting animation uses limited frames, but during power moves, the view switches to a close-up animation showing your move in greater detail. No Super Game Boy enhancements were added to this older Taito game. (The game was developed in 1993 but was never released.) The screen jiggles when a fighter crashes to the mat which, added to normal hand jiggle from holding a Game Boy, can be far too much for comfort.



PLAY CONTROL Move controls are easy to do and responsive. Much of the action is button-mashing, so stamina is important.

GAME DESIGN Since each fighter hails from a different school of fighting, such as kick boxing or karate, you'll have to learn five different strategies. That gives the game a bit more depth than you might expect from a five-fighter tournament.

SATISFACTION Ring Rage hides its age well. It's not nearly as complex as some tournament fighters, but that can be a positive element if you just want a quick play.

SOUND Expect decent music, particularly during the opening sequence.

COMMENTS Jason: *Yawn. Ring Rage puts the "ring" in "boring."* Erich: *Those who like wrestling/fighting games will be entertained.*

OVERALL RATING

GRAPHICS=**5.6** PLAY CONTROL=**5.4** GAME DESIGN=**4.8** SATISFACTION=**4.0** SOUND=**4.8**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures

DAN-Action, Adventures, Sports

ERICH-Sports, RPGs, Adventures

HENRY-Fighting, Action, Sports

JASON-Adventures, Action, Puzzles

MARTY-Sports, Action, Adventures

PAUL-Fighting, Sports, Simulations

SCOTT(SP)-Sports, Simulations, Adventures

SONJA-Puzzles, RPGs, Fighting

TERRY-RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

E All Ages

EC Early Childhood

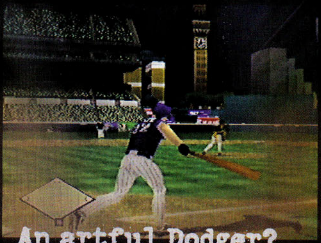
T Teen (13+)

M Mature (17+)

AO Adult (18+)

NR Games that were released prior to the commencement of the ratings system are designated NR.

Mike Piazza's Strikezone



An artful Dodger?

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

FLYING DRAGONS

48
RYUHI
R.FALCON

So many ways to play.

DRACULA 3D

Good news and bad.

OFF-ROAD CHALLENGE

The dirt on Midway's new racer.

MISSION: IMPOSSIBLE

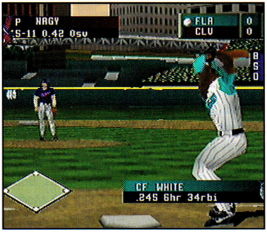
It's looking possible.

N64 SPORTS MAKE A PLAY FOR HEIGHTS

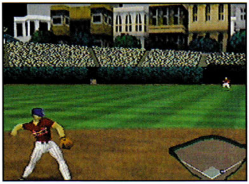
According to many video game industry reports, sports is king in 98. Some sources site as much as 50% of video game sales have been for sports titles. As a result of this demand, publishers are gearing up to bring home the sports. In the next few months, the N64 sports library is set to blossom. By this summer, N64 owners will have a choice of 18 sports titles, including five soccer, four hockey, three baseball, two football, two basketball and two winter sports games. That doesn't include wrestling, racing or crossover games like Wave Race 64 or NBA Hangtime. It may seem like overkill to have so many titles for each sport. "There's only so much you can do in a baseball game," points out Brian Ullrich of Devil's Thumb Entertainment, the developer of Mike Piazza's Strikezone, adding, "after all, baseball is baseball." Since the game play is essentially the same in every baseball or hockey game, developers need some way to make their game stand out from the pack. The answer, as seen in Kobe Bryant's NBA Courtside and other recent N64 sports games seems to be innovation. Better animation, better AI, better interfaces, and better sound can make it seem as if a title stands alone. The clear winner of this ongoing drive to innovate will be the sports gamer, but the entire gaming industry benefits as new programming techniques are mastered. So get set for some remarkable games. Under the new banner of the N64 Sports logo, you'll be seeing titles that will push gaming to new heights from publishers like Nintendo, Acclaim, EA Sports, Konami and Midway.

CATCHER IN THE GTI

Mike Piazza's Strikezone from GT Interactive will fill out this year's starting lineup of Major League baseball sims for the N64 along with entries from Nintendo and Acclaim. The development team at Devil's Thumb Entertainment in Boulder, Colorado has moved mountains over the past several months to ensure that the game is released by early summer. Strikezone will feature 3-D ballparks and players and intelligent cameras that take you smoothly to the heart of the action. One to four players will find both MLB and MLBPA licenses, season modes, an all-star game, a home run derby and the World series. The 96-megabit game will be both Controller- and Rumble-Pak compatible, as well. One of the coolest options will be the ability to create your own teams and leagues and save them on the Controller Pak. In this way, players will be able to play interactive fantasy leagues on any N64, and every player will be up-to-date. The box score on this game also includes '97 stats and in 50 categories, '98 expansion lineups, and even the option to have teams wear throwback jerseys.

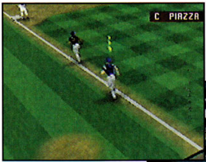


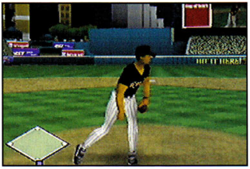
The arcade pitcher control will let you move the ball during the pitch. Simulation control will let you choose one of the pitcher's actual pitches.

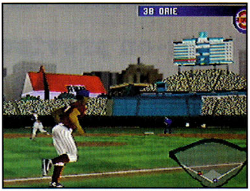


Seventh-inning stretch

In a recent conversation with project director Brian Ullrich at Devil's Thumb, Power learned that Strikezone will feature some cool reality checks, such as 3-D crowds rather than the flat textures that normally represent sporting audiences. Strikezone manages to keep the frame rate up in spite of such luxuries. When we first played Strikezone, the game was still only about 50% complete, but all the playable elements were already there. In the final weeks of development, the game is scheduled to undergo polishing in every area, from sound effects to the uniforms of players. It may seem like a long road, but Brian has been there before. Working with Nintendo of America, Software Creations, and Angel Studios, Brian has had his hand in most of the Griffey games. If anyone knows video baseball, he's the guy. "No one believes me when I tell them that Strikezone will be finished on time," he jokes, "but we're living in the office 24 hours a day trying to get it done. We'll be there in the end."







Piazza signed

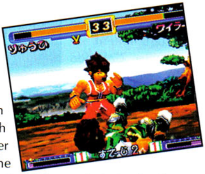
The other big news on this project is the signing of all-star catcher Mike Piazza of the L.A. Dodgers to a two year endorsement deal with GT Interactive. Although Mike didn't sign up early enough to have much input on Strikezone, we do know that his name will add instant recognition and respectability to the game. For GT Interactive's first N64 sports title, that's a big deal. How big is it? According to GT Interactive, Mike's-15 year-old brother–a confirmed gamer–considers the deal much bigger than Mike's all-star accomplishments in the ballpark.

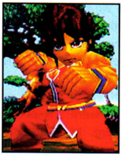
Faces of top MLB stars will appear on their characters in the game.

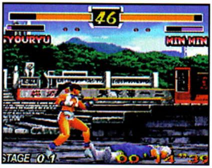
Pak Play

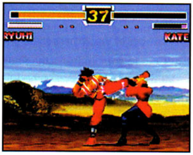
Hands-on previews of upcoming games.

NATSUME PUTS UP A FIGHT





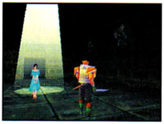


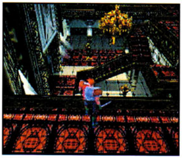


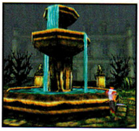
Natsume may be best known for the innovative RPG games that it brings to North America from Japan, but all of that will soon change when the company publishes Flying Dragons, a fighting game like no other for the N64. Created by Culture Brain, Flying Dragons may be the most customizable fighter ever. For starters, you can choose to play in 2-D or 3-D mode with old or young characters. You can create a character and build his or her strength by gaining items in matches—almost like a fighting RPG. Then you can save your strong character on a Controller Pak and take it to your friend's house to fight. If that sounds like a lot, we're just getting started. In Flying Dragons, not only can you customize characters, you can customize the fighting style, too. Menu options let you use fighting elements such as turbo, combos, and additional blows or leave them turned off. The game can be played as a two-player match, a one-player tournament, a story game with victory awards that build your character, and a Virtual Mode in which your character is graded in 20 skill areas. You can even watch your fighter while the CPU controls both combatants. In the RPG-like SD Mode, you can swap items with other players to help build up your character. What is even more incredible about this game is that it is a fun fighter with good graphics, cool anime-style characters, and very playable controls supported with Rumble Pak feedback. Natsume has put Flying Dragons on the fast track for English translation and should have a game ready to release by June.

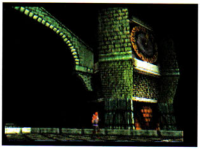
DRACULA DELAYED, BUT NOT DEAD

Exclusive Pics





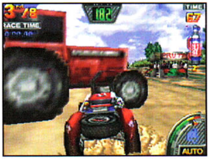


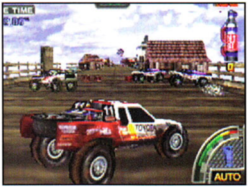


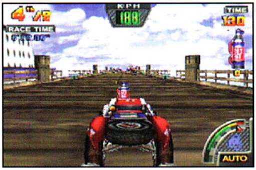
Konami reluctantly has had to delay the release of the much anticipated 3-D adventure, Dracula 3D, moving the launch date back from summer or fall 1998 to the first quarter of 1999. Officials at Konami's North American subsidiary still hold out some faint hope that the game may make it before the end of the year, but the game is turning out to be so big that it doesn't seem likely that both the Japanese and North American games will make it in '98. So much for the bad news. The good news is that Konami sent us a ton of exclusive screen shots featuring all sort of undead treats. Schneider, one of four playable characters, is shown here in and around Dracula's castle.

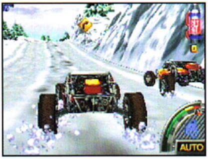
THE CHALLENGE RETURNS

Midway hopes that Off-Road Challenge for the N64 will be at the starting line for an early summer release, and so do we. Previous Off-Road games have put a nice twist on the standard racing genre, featuring straight courses, bumpy, challenging tracks, and cool trucks. The N64 version goes even further since it will use the Rumble Pak to jolt you along the rutted roads. Midway's original plans were to put Off Road in a 128-megabit Pak, but chances are they'll try to pare it down to 96 megabits.



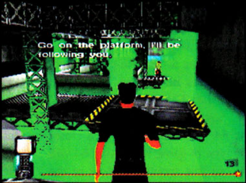




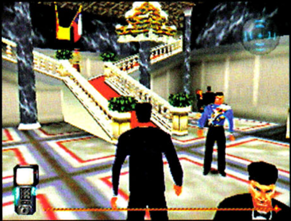


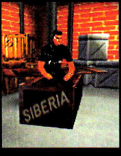
THE IMPOSSIBLE IS POSSIBLE

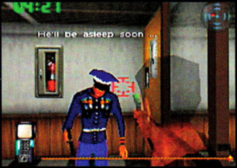
Since last month's preview of Mission: Impossible, we have received a new version of the game with more than half the areas in working order. In the new game, we went beyond the submarine pen and into the embassy and CIA to recover the NOC list, using disguises, sleeping darts, and even sheet music to help us foil the bad guys. The mission requirements turn out to be varied and often innovative. Clearly the developers at Infogrames have been playing a lot of GoldenEye, but Mission: Impossible relies far less on shooting and far more on the, not to mention puzzles, conversations and other adventure elements. It now seems possible that the game will be released by July or August.



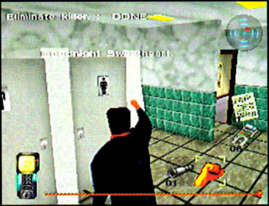
Go on the platform, I'll be following you.







He'll be asleep soon ...



Eliminate Killer. : DONE

Goodnight Sweetheart.

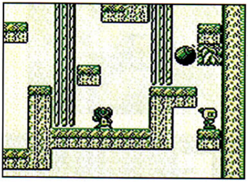
The secretary will disavow any knowlege of your actions...

Pak Peeks

What's breaking in the world of games.

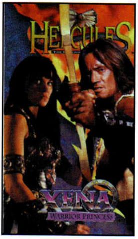
Bombing on Game Boy

Bomberman GB and Bomberman Pocket, both created by Hudson Soft, will be released in North America by Nintendo. Bomberman GB will show up first late this spring, while Bomberman Pocket will debut next fall. Both games have already been released in Japan with considerable success. Bomberman GB follows the traditional Bomberman formula, including a two-player, Game Link option. Bomberman Pocket (shown above) is a whole other story. In this platform action game, Bomberman side-scrolls along, bombing his way past enemies and obstacles.



Battle on, Titus

During a recent visit, Titus revealed to Pak Watch that it has staked a claim on the hit syndicated Action Pack duo of Xena: Warrior Princess and Hercules: The Legendary Journeys for both N64 and Game Boy titles. The first games to appear will be a Xena and Hercules set of games for Game Boy. The plan is to use an innovative character swap system that allows players to exchange Xena and Hercules between the two games. When Xena is transferred to the Hercules game, she'll be able to do things and go places that were beyond Hercules, giving each game added replay value. It was too early to hear much about the N64 games, which Titus plans on releasing in late 1999. The first game, however, will be based on Xena, while the Hercules game may be a 64DD title.



More N64

This month's N64 update includes a whole list of games that have been proposed for development and some games that are well underway. Among the latter, Extreme G II from Acclaim is said to be moving ahead at high speed. We should have some screen shots next month from the developers at Probe. Acclaim plans on a September release. From THQ comes news of a Rug Rats game, although we don't yet have design documents explaining just what type of game it will be. Hudson Soft's Bomberman Hero, the second N64 Bomberman game, is set to be published by Nintendo this fall. The adventure game includes more Mario-like exploration and puzzles in a 3-D world.

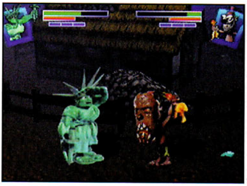
If you're looking to make a great catch, two fishing games have been announced for the N64: Bass Hunter 64 from Take 2 Interactive Software and Legend of the River King 64 from Natsume. For a closer look at the type of game River King 64 will be, check out this month's review of the Game Boy version.

Crave Entertainment has announced the development of Caesar's Palace 64, a gambling game with adventure elements. Crave also acquired a game developer called Lobotomy Software to boost its internal development for N64 products. In addition to Caesar's and Milo's Bowl-o-Rama, Crave is planning on creating an adventure and possibly an RPG for the N64.

From Ocean, we finally have the names of two of the Looney Tunes properties. The first is Looney Tunes: Space Race, which is under development at Paradigm Entertainment, the same company that programmed Pilotwings 64 and Aerofighters Assault. The second title is Looney Tunes 3D, which will be developed at Infogrames in France. We've also heard that Space Circus is starting to make a lot of progress, and we hope to have new screen shots soon.

A cut above

When Clayfighter 63⅓ was released last fall, it included humorous characters and moves, but something seemed to be missing. As it turns out, what was missing was polish. That has been changed in the limited, for-rental-only Clayfighter Sculptor's Cut edition of the game. The first difference you'll see is a fully animated song sequence to open the game. The song tells the story of how Klaymodo Island became splattered with chaos. After that, Clayfighter veterans will notice a new character select screen, including four new characters, or rather four characters who appeared in our preview last year but who got cut from the final game. They'll also find an improved movement system that keeps fighters to the straight and narrow while making it easier to crash through walls. The limited edition rental will be available at Blockbuster video beginning in May.



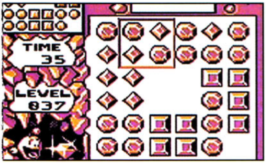
Four more years

For those of you who want to make games for a living, plan on another four years of intense school. But before you turn the page, consider that you'll be learning the latest programming and computer graphics techniques using state-of-the-art hardware and software. In February, the DigiPen Institute of Technology held a grand opening ceremony at its new Redmond, Washington campus location where 40 students have begun a four–year course leading to a bachelor's of science degree in Real Time Interactive Simulation, which is a fancy way of saying they'll earn a college degree in making video games. On hand for the dedication were officials from Nintendo and Governor Gary Locke of Washington State. The DigiPen degree turns out to be the first four–year college degree in video game creation offered anywhere in the world. DigiPen's first class has 40 enrolled students. For information on how to contact DigiPen, visit www.Digipen.com.

Governor Locke and Claude Comair, President of DigiPen, visit with one of the students.

Does your brain hurt?

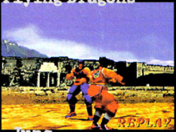
If you pick up Brain Buster from Acclaim in the next few months, you may answer the headline question with a vengence. This puzzle game involves matching shapes, sort of like Tetris Attack. But instead of matching along rows and columns, you'll have to make matches by rotating pieces that are set in different formations. Once all the pairs have been matched, the puzzle is solved. This Game Boy puzzler may seem simple at first, but the difficulty grows quickly.



MLB Featuring Ken Griffey Jr.

May

Flying Dragons



June

Off-Road Challenge

7th/8
RACE TIME
123
TIME
30
4
MANUAL

June

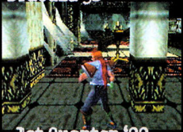
Mike Piazza's Strikezone

June

Mission: Impossible

July

Dracula 3D



1st Quarter '99

RELEASE FORECAST

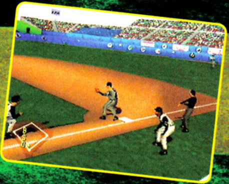
ALL-STAR BASEBALL '98	SPRING '98
BANJO-KAZOOIE	SUMMER '98
BIO FREAKS	SUMMER '98
CONKER'S QUEST	FALL '98
DEADLY ARTS	SUMMER '98
DRACULA 3D	WINTER'99
DUAL HEROES	SUMMER '98
EARTHBOUND 64	FALL '98
EARTHWORM JIM 3D	SUMMER '98
F-ZERO X	SUMMER '98
FIFA: WORLD CUP '98	SUMMER '98
FLYING DRAGONS	SUMMER '98
FORSAKEN	SPRING '98
GEX II: ENTER THE GECKO	SUMMER '98
HYBRID HEAVEN	FALL '98
IGGY'S RECKIN' BALLS	SPRING '98
ISS '98	SUMMER '98
KNIFE EDGE	FALL '98
LASTLEGION UX	SUMMER '98
MIKE PIAZZA'S STRIKEZONE	SPRING '98
MISSION: IMPOSSIBLE	SUMMER '98
MLB FEATURING KEN GRIFFEY JR.	SPRING '98
MORTAL KOMBAT IV	SUMMER '98
KOBE BRYANT'S NBA COURTSIDE	SPRING '98
NBA LIVE '99	FALL '98
OFF-ROAD CHALLENGE	FALL '98
QUEST 64	SUMMER '98
SHADOWMAN	FALL '98
SILICON VALLEY	SUMMER '98
SPACE CIRCUS	SUMMER '98
SUMO 64	SUMMER '98
SUPERMAN	SUMMER '98
TONIC TROUBLE	SUMMER '98
TUROK 2	SUMMER '98
TWISTED EDGE SNOWBOARDING	FALL '98
ULTRA LODE RUNNER	FALL '98
UNREAL	SUMMER '98
WCW NITRO	SUMMER '98
WWF: WARZONE	SUMMER '98
ZELDA 64	FALL '98

BOMBERMAN GB	SPRING '98
BOMBERMAN POCKET	FALL '98
BRAIN BUSTER	SPRING '98
GAME & WATCH GALLERY II	FALL '98
HARVEST MOON	SPRING '98
ISS '98	SUMMER '98
QUEST FOR CAMELOT	SUMMER '98

Coming Next Issue....

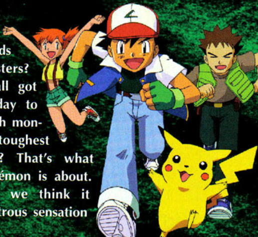
Volume 108 May 1998

MAJOR LEAGUE Baseball FEATURING KEN GRIFFEY JR



You've read the preview in this month's issue—now learn the winning strategies for one of the most anticipated N64 titles of the year! Volume 108 will highlight the best and worst teams in the major leagues, plus winning game plans for fielding, hitting and more!

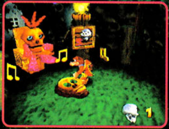
POKÉMON



Wouldn't it be cool if you and your friends had pet monsters? Suppose you all got together one day to determine which monster was the toughest of the bunch? That's what Nintendo's Pokémon is about. Find out why we think it will be a monstrous sensation this summer.

BANJO-KAZOOIE

It looks sort of like Mario 64, but this animated masterpiece is packed with magic, musical notes and gold puzzle pieces! Get the bear facts about Banjo and his wise-beaked bird friend, Kazooie in the May issue.



1997 NINTENDO POWER AWARDS

As you read this, the votes for the 1997 Nintendo Power Awards are being tallied! Find out which games were the hottest, plus which heros and heroines were the bravest and which villains were the baddest.

N64

1. AeroFighters Assault
2. AeroGauge
3. Automobili Lamborghini
4. Blast Corps
5. Bomberman 64
6. Chameleon Twist
7. Clay Fighter 63 ⅓
8. Cruis'n USA
9. Dark Rift
10. Diddy Kong Racing
11. Doom 64
12. Duke Nukem 3-D
13. Extreme-G
14. F1 Pole Position 64
15. FIFA Road to World Cup '98
16. FIFA Soccer 64
17. Fighter's Destiny
18. GoldenEye 007
19. Hexen
20. International Superstar Soccer 64
21. Jeopardy!
22. Killer Instinct Gold
23. Kobe Bryant's NBA Courtside
24. Mace the Dark Age
25. Madden 64
26. Mario Kart 64
27. Mischief Makers
28. Mortal Kombat Mythologies: Sub-Zero
29. Mortal Kombat Trilogy
30. Mystical Ninja Starring Goemon
31. Multi Racing Championship
32. Nagano Winter Olympics '98
33. NBA Hangtime
34. NBA in the Zone '98
35. NFL Quarterback Club '98
36. NHL Breakaway '98
37. Olympic Hockey Nagano '98
38. PilotWings 64
39. Quake
40. Rampage World Tour
41. Robotron 64
42. San Francisco Rush: Extreme Racing
43. Snowboard Kids
44. Star Fox 64
45. Star Wars: Shadows of the Empire
46. Super Mario 64
47. 1080° Snowboarding
48. Tetrisphere
49. Top Gear Rally
50. Turok: Dinosaur Hunter
51. Virtual Chess 64
52. War Gods
53. Wave Race 64
54. Wayne Gretzky's 3-D Hockey
55. WCW Vs. NWO: World Tour
56. Wetrix
57. Wheel of Fortune
58. Yoshi's Story

Super NES

59. Aaahh!!!! Real Monsters
60. Addams Family Values
61. The Adventures of Batman & Robin
62. Aerobiz Supersonic
63. Animaniacs
64. Arcade's Greatest Hits
65. Arcade's Greatest Hits: The Atari Collection 1
66. Arkanoid: Doh It Again
67. Bass Master II
68. Bass Masters Classic Pro Edition
69. Bassin's Black Bass with Hank Parker
70. Batman Forever
71. Boogerman
72. Breath of Fire II
73. Brunswick's World Tournament of Champions
74. Bust-A-Move
75. Casper
76. Castlevania Dracula X
77. Chrono Trigger
78. Civilization
79. Clue
80. Dirt Trax FX
81. Disney's Aladdin
82. Donkey Kong Country
83. Donkey Kong Country 2
84. Donkey Kong Country 3
85. Doom
86. EarthBound
87. Earthworm Jim
88. Earthworm Jim 2
89. FIFA Soccer '97
90. Final Fantasy II
91. Final Fantasy III
92. Final Fight 3
93. Frank Thomas Big Hurt Baseball
94. Harvest Moon
95. Illusion of Gaia
96. Jungle Strike
97. Jurassic Park 2
98. Ken Griffey Jr. Presents: MLB
99. Ken Griffey Jr.'s Winning Run
100. Killer Instinct
101. Kirby Super Star
102. Kirby's Dream Course
103. Kirby's Dream Land III
104. The Legend of Zelda: A Link to the Past
105. Looney Tunes B-ball
106. The Lost Vikings
107. The Lost Vikings II
108. Lufia II
109. Madden NFL '98
110. Mario Paint
111. The Mask
112. Maui Mallard in Cold Shadow
113. Mega Man X
114. Mega Man X2
115. Mega Man X3
116. Mega Man 7
117. Monopoly
118. Mortal Kombat II
119. Mortal Kombat 3
120. Ms. Pac-Man
121. NBA Give 'n' Go
122. NBA Hangtime
123. NBA Jam
124. NBA Jam Tournament Edition
125. NBA Live '98
126. NFL Quarterback Club '96
127. NHL '98
128. Ogre Battle
129. Pitfall
130. Road Rash
131. Secret of Evermore
132. Secret of Mana
133. SimCity
134. SimCity 2000
135. Space Invaders
136. Spawn
137. Star Fox
138. Star Trek: Star Fleet Academy
139. Street Fighter Alpha 2
140. Street Fighter II
141. Street Fighter II Turbo
142. Stunt Race FX
143. Super Bomberman 2
144. Super Mario All-Stars
145. Super Mario Kart
146. Super Mario RPG
147. Super Mario World 2: Yoshi's Island
148. Super Metroid
149. Super Punch-Out!!
150. Super Star Wars
151. Super Street Fighter II
152. Tecmo Super Bowl III: Final Edition
153. Tetris & Dr. Mario
154. Tetris Attack
155. Timon & Pumbaa's Jungle Games
156. Top Gear 3000
157. Toy Story
158. Ultimate Mortal Kombat 3
159. Uniracers
160. Urban Strike
161. WWF Raw
162. WWF Wrestlemania: The Arcade Game
163. X-Men: Mutant Apocalypse
164. Zoop

Game Boy

165. Adventure Island
166. Aladdin
167. Alien Games
168. Animaniacs
169. Asteroids/Missile Command
170. Battle Arena Toshinden
171. Battle Zone/Super Breakout
172. Black Bass Lure Fishing
173. The Bugs Bunny Crazy Castle 2
174. Bust-A-Move 2
175. Casino Funpak
176. Castlevania Adventure
177. Castlevania Legends
178. Castlevania II: Belmont's Revenge
179. Centipede/Millipede
180. College Slam
181. Contra: The Alien Wars
182. Defender/Joust
183. Desert Strike
184. Disney's Pinocchio
185. Donkey Kong Land
186. Donkey Kong Land 2: Diddy's Kong Quest
187. Donkey Kong Land 3
188. Donkey Kong '94
189. Dr. Mario
190. Earthworm Jim
191. The Fidgetts
192. FIFA Road to World Cup '98
193. Final Fantasy Adventure
194. Final Fantasy Legend
195. Final Fantasy Legend II
196. Final Fantasy Legend III
197. 4-in-1 Fun Pak
198. Frank Thomas Big Hurt Baseball
199. Galaga/Galaxian
200. Game & Watch Gallery
201. Hercules
202. Hunchback of Notre Dame
203. Iron Man X-O Manowar In Heavy Metal
204. James Bond 007
205. Jeopardy! Platinum Edition
206. Jungle Strike
207. Jurassic Park 2
208. Ken Griffey Jr. Presents: MLB
209. Killer Instinct
210. Kirby's Block Ball
211. Kirby's Dream Land
212. Kirby's Dream Land 2
213. Kirby's Pinball Land
214. Kirby's Star Stacker
215. Lamborghini American Challenge
216. Legend of the River King
217. The Legend of Zelda: Link's Awakening
218. The Lion King
219. Looney Tunes
220. The Lost World: Jurassic Park
221. Madden '96
222. Marble Madness
223. Mario's Picross
224. Maui Mallard in Dark Shadow
225. Mega Man
226. Mega Man V
227. Metroid II: Return of Samus
228. Mole Mania
229. Mortal Kombat/Mortal Kombat II
230. Mortal Kombat II
231. Mortal Kombat 3
232. Ms. Pac-Man
233. Mystical Ninja Starring Goemon
234. NBA Jam
235. NBA Jam Tournament Edition
236. NBA Live '96
237. NHL '96
238. Operation C
239. Pac-Man
240. Paperboy
241. Primal Rage
242. Q*Bert
243. Ring Rage
244. Solitaire FunPak
245. Space Invaders
246. Star Trek: Generations
247. Street Fighter II
248. Super Mario Land
249. Super Mario Land 2: 6 Golden Coins
250. Super Return of the Jedi
251. Superman
252. Sword of Hope II
253. Tamagotchi
254. Tetris
255. Tetris Attack
256. Tetris Blast
257. Tetris Plus
258. Tetris 2
259. Toy Story
260. Turok: Battle of the Bionosaurs
261. Urban Strike
262. Vegas Stakes
263. Wario Blast
264. Wario Land: Super Mario Land 3
265. Wario Land II
266. WWF Raw
267. Zoop

Upcoming Releases & Other Picks

268. Addams Family Pinball (N64)
269. All-Star Baseball '99 (N64)
270. Andretti Racing (N64)
271. Banjo-Kazooie (N64)
272. Bio Freaks (N64)
273. Body Harvest (N64)
274. Bomberman GB (Game Boy)
275. Bomberman Hero (N64)
276. Brain Buster (Game Boy)
277. Buggie Boogie (N64)
278. Command & Conquer (N64)
279. Conker's Quest (N64)
280. Cruis'n World (N64)
281. Deadly Arts (N64)
282. Dracula 3-D (N64)
283. Dragon Storm (N64)
284. Dual Heroes (N64)
285. EarthBound 64 (N64)
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Volume 105 (Feb. '98): WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano '98, Yoshi's Story, The Legend of the Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Jeopardy!, Fighter's Destiny, Turok: War of the Bionosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

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Volume 100 (Sept. '97): Previews: Zelda 64, Yoshi's Story, Banjo-Kazooie, MLB Featuring Ken Griffey Jr., Bomberman 64, Conker's Quest, Extreme G, WCW vs. NWO World tour, Silicon Valley, San Francisco Rush, Mortal Kombat Mythologies, Duke Nukem 64, NFL Quarterback Club '98, Body Harvest, Top Gear Rally, Quest 64, GoldenEye: 100 Best Ambushes, 100 Best Codes Ever, 100 Best Games of All Time, First 100 Games for the N64.

Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

Volume 98 (July '97): Star Fox 64, Dark Rift Review, International Superstar Soccer 64, Hexen Part 2, Blast Corps: Expert Levels, Disney's Hercules, Online Update with Amy and Travis, 1997 E3 Preview, Pocket Monsters, Blast Corps Comics.

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Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

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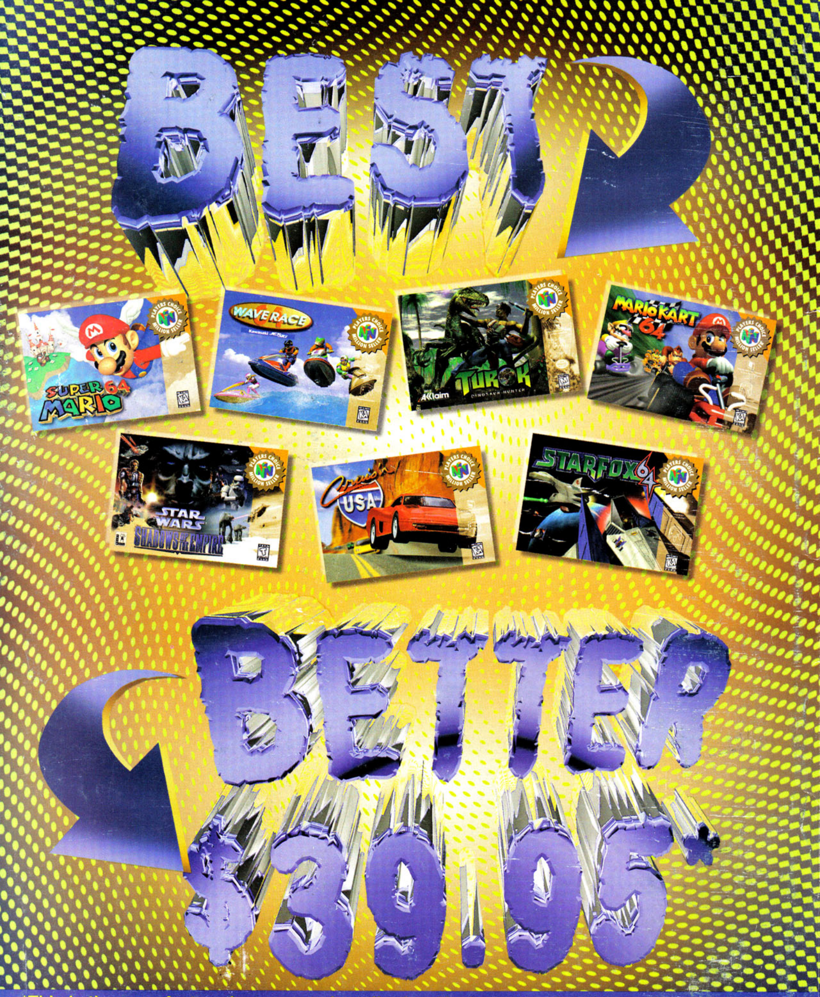
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